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# SEGA

#22  
OCT'95  
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## M A G A Z I N E

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

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- FIFA SOCCER '96
- VIRTUA FIGHTER 32X
- MORTAL KOMBAT 3
- VICTORY BOXING
- VIRTUA FIGHTER REMIX
- SHINOBI-X
- NBA JAM SATURN



# SEGA RALLY

**SCREAMS ONTO SATURN**

**WE REVEAL EVERYTHING!**

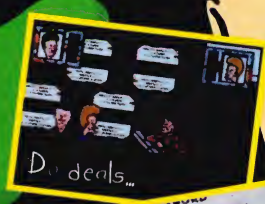




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# SEGA BACKLASH



If you happen to be part of the ever-growing community that forms the internet, it's quite likely that you'll have already discovered this letter from Sega of America's president, Tom Kalinske. Basically, after many weeks of witnessing the ongoing row between Saturn and Playstation owners, it seems he thought it was about time he intervened. The

following letter outlines why Sega think that the Saturn will be THE most successful console over the next couple of years, and goes into some detail over their product line up. We hope that you'll find interesting food for thought.

Anyway, this issue sees another huge scoop for SEGA MAGAZINE in the form of Sega Rally on the Saturn. The team responsible for the conversion really have done an awesome job on bringing the arcade game into the home, and it should dispel any rumours that the Saturn can't handle 3D immediately - as our eight page preview shows. And in addition to all our Saturn coverage this month, there's a really important announcement for all SEGA MAGAZINE readers this month. Turn to page 98 for more details now...

Sam Hickman, Editor

The following is a response an open letter addressed to me on Usenet newsgroup "rec.games.video.sega" regarding the quality of our new Sega Saturn hardware and software. I hope to address each of the points made in that letter and help clarify any misperceptions our customers might have due to rumors or any actions we have taken. I'd like to think that overall Sega does an outstanding job of communicating, but obviously there is always room for improvement, so here we go. It is hard to get past the hype when touting one next generation system over another, and we can debate technical specifications on paper for as long as it takes. But in this business, it comes down to gameplay and the entertainment experience itself. So when people actually play the games, we believe Sega Saturn will win in head-to-head competition against our next generation competitors. The serious gamer knows the difference between truth and hype. Sega Saturn has the goods and we are ready to prove it with outstanding first generation games available now (for example BUG!, Panzer Dragoon, Daytona and Virtua Fighter Remix) and incredible next generation games on the way for fall and Christmas. Yes, we do use several different processors in the Sega Saturn, and we don't apologize for it (as a matter of fact we use 8). Each processor was chosen for specific technical reasons and are each integral parts of our architecture for providing the best in-home video game experience possible. Remember, we have been making the most advanced Arcade machines for years. We knew that no single chip can provide that quality of game play. It takes several different chips working in concert to maximize different aspects of the game experience, including the visual, auditory as well as gameplay itself.

We recognize that our technical architecture has initially made Sega Saturn more difficult to develop for than other next generation formats, including the Playstation. But that is also why we know that Sega Saturn is a superior gaming platform. Let me elaborate on that on several fronts:

1. We developed Sega Saturn for the long-term; both for Sega and Sega customers. This shouldn't surprise anyone when you consider the history of Genesis. When you look at current Genesis games compared to the ones that came out 5 years ago, you can see the incredible growth in terms of graphics, gameplay, speed and backgrounds. You'll see the same thing with Sega Saturn games but better; it's a more sophisticated machine and we have development teams with more experience (a dedication that is evident by the fact that more than 40% of Sega employees are dedicated to product research and development. That is the kind of commitment that no other interactive hardware or software manufacturer can make. Put simply, we are dedicated to creating a better gaming experience).
2. We absolutely believe there will continue to be dramatic differences in software as our developers learn to unleash the power of Sega Saturn. We think our first generation games



look sensational and have unmatched gameplay, but when you see our second and third generation games this fall, many of which will be translations from hit arcade titles like Virtua Fighter 2, Sega Rally Championship, Virtua Cop, etc, you'll be blown away — and that's still in the first year of the system. You won't see such an appreciable improvement on any other platform. And, most importantly, you won't see any of these outstanding Sega Arcade hits on any other system.

3. Our third parties agree with us on Sega Saturn — EA will be producing their best sports titles for Sega Saturn; Acclaim will produce their blockbuster hits on Sega Saturn; Crystal Dynamics has also announced plans to bring Gex to Sega Saturn. And Takara is developing an enhanced version of Toh Shin Den for Sega Saturn that will be out at or right after Christmas. Today, there are more 3rd party titles under development for Saturn than Playstation.

4. The better developers, who initially thought the Saturn difficult to develop for now understand why the Saturn has the capabilities it does, and agree better software and gameplay is possible on Saturn than on any other system.

While there may be a contingent of people who like the current look of some of our competitor's fighting games, we believe — as do most

consumers who have actually played Virtua Fighter and the other games — that Virtua Fighter is the best playing fighting game, with more moves (over 700 at last count) and the most true-to-life action of any game in the genre. With Remix, many now also believe it is the best looking. And, now that we have the benefit of smoother polygons and better texture mapping on the original game, I think you'll see that the Virtua Fighter series will be - unequivocally - the best liked in the genre on any platform.

As far as using the newsgroups for, as you call it, a "living market survey," our people will be sure to identify themselves as Sega personnel on-line. Please feel free to ask them anything — if they don't know the answer, they will find the right person to answer the question.

On behalf of Sega and myself, we appreciate your input, and the input of all Sega customers. And we don't mind hearing from prospective customers as well. We've always prided ourselves on being close to our customers and are not arrogant enough to think that we don't need any help. We make great games and great game systems and if we're proud enough to make and sell them, we are certainly available to discuss why we do what we do. Thanks again for your thoughts and we look forward to providing you and all our customers the best video gaming experience available, whether it is in your home or at the Arcade.

Sincerely,

Tom Kalinske





# CONTENTS



## SEGA SATURN™

### M A G A Z I N E

#### PREVIEWS

FIFA SOCCER '96 28

D 30

VICTORY BOXING 32

NBA JAM TOURNAMENT EDITION 35

AMOK/VERTIGO 36

SIM CITY 2000 38

## SHOWCASES

SEGA RALLY 40

The biggest game since Daytona has finally made its way to the Saturn, and it's bigger, better and even more impressive than its predecessor! We bring you the biggest, most in-depth feature on the forthcoming game, along with an interview with the elusive AM3 – an eight page extravaganza in all.

VIRTUA CITY 48

Our monthly delve into the world of AM2 – including an update on Virtua Cop, the second part of our Daytona Time Attack competition, plus more on Virtua Fighter 2.

MYST 52

Released on the PC over a year ago, Myst received many awards for its game innovation and stunning graphics. Now it's been converted to the Saturn, and luckily, hasn't been changed from the original one little bit. A four-page feature and all the info you'll ever need.

PANZER SECRETS 56

Well, there's no doubting that if you bought Panzer Dragoon you'll be duly impressed by its awesome gameplay. But, did you know that there's a secret level to access? And that you can play as the dragon only if you want? We take this game apart and supply you with every cheat ever programmed into the game.

#### REVIEWS

VIRTUA FIGHTER REMIX 58

SHINOBI-X 60

DIGITAL PINBALL 62

VIRTUAL HYDLIDE 64

MYST 66

#### REGULARS

NEWS 06

LETTERS 20

Q&A 24

TIPS 68

NEXT MONTH 98





# FS

# MEGA DRIVE MEGA DRIVE 32X MEGA-CD GAME GEAR

## PREVIEWS

|                 |    |
|-----------------|----|
| T-MEK           | 14 |
| KOLIBRI         | 16 |
| PREMIER MANAGER | 18 |

## REVIEWS

|                       |    |
|-----------------------|----|
| VIRTUA FIGHTER 32X    | 84 |
| BATMAN FOREVER        | 86 |
| WEAPON LORD           | 88 |
| PRIMAL RAGE           | 90 |
| MORTAL KOMBAT 3       | 92 |
| THE PHANTOM           | 94 |
| PRIMAL RAGE/ KAWASAKI |    |
| SUPERBIKES GG         | 96 |



## SHOWCASES

### VIRTUA FIGHTER 32X 72

They said it couldn't be done - but Sega have proved everyone wrong with this amazing conversion of Virtua Fighter. This dispels any rumours that the 32X just hasn't got what it takes and is by far the most impressive game on the system to date.

### MORTAL KOMBAT 3 76

After all the hype that surrounded the second instalment of Mortal Kombat, we were pretty surprised when the third in the series slipped into the office with hardly a murmur. However, it's packed with new fighters, new moves, graphics, everything really, and what's more - MK fans reckon that it's better than the first two put together!



### DESIGN A VIRTUA FIGHTER: COMPO RESULTS 80

Are you the lucky person who's just won themselves a Saturn? Yep, we're giving away a Saturn this month with the results of our Virtua Fighter competition held a few months ago. The response to this compo was absolutely astounding and although we had some really great entries, as ever, there can only be one winner...



SEGA  
THE MEGA DRIVE  
BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

ISSUE  
22

# CONTENTS



# TOH SHIN DEN HITS THE SATURN

Recently unveiled in Japan is the Saturn version of Toh Shin Den, the incredible looking beat 'em up that was first seen on the Playstation.

Programmed by Takara, the people who converted SNK's smash-hit coin-ops, the Fatal Fury series and Art Of Fighting, to the home machines, Toh Shin Den on the Playstation was their first in-house beat 'em up and proved hugely popular in Japan due to its stunning graphics. Based heavily on Virtua Fighter, Toh Shin Den is a 3D polygon beat 'em up, however unlike VF the game doesn't attempt to recreate realistic fighting moves. Each of the ten selectable characters possess a range of special attacks more in the vein of Streetfighter 2, such as fireballs and spinning attacks. Toh Shin Den, however, takes the art of special attacks far further, with some of the most awesome special effects seen in a beat 'em up. For instance, one character, an oldman called Fo, rides around the ring atop a huge fireball. On top of all this, all the fighters possess weapons of

some sort, ranging from swords, claws and clubs, to more kinky accessories such as a whip, wielded by a leatherclad whip-mistress.

One of the more impressive elements of Toh Shin Den is its expansion on the 3D fighting theme. Whereas Virtua Fighter is little more than a 2D fighting game seen from a 3D perspective, Toh Shin Den allows you to use the 3D ring to your advantage. By using the top Left and Right buttons, your fighter can roll around their opponent, avoiding attacks and even retaliating from the sides or behind.

The main appeal of Toh Shin Den on the Playstation is its simply incredible graphics and amazing looking animation, and although the Saturn version is still in its early stages it's looks set to match the Sony version. Takara intend on packing all the Playstation features into the Saturn version, including the hidden characters and advanced moves. In fact, they've even included a all-new character, Jupiter, in the game.

How Toh Shin Den fares when it's released on the Saturn remains to be seen. After all, the actual gameplay of the Playstation version paled in comparison to the indepth fighting techniques of Saturn Virtua Fighter. Nonetheless, we'll keep you informed on the game's development.

# SNK



▲ Currently, this is the only screen-shot of Saturn Toh Shin Den that Takara have released. It's shaping up nicely though, don't you think.



▲ Playstation Toh Shin Den. Takara hope to make the Saturn version virtually identical.

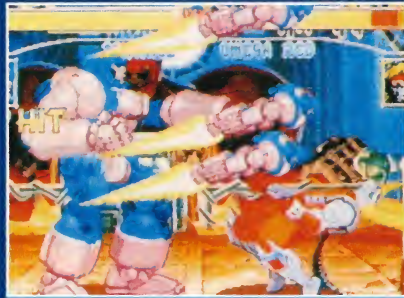




# NUCLEAR X-MEN

We x-clusively x-posed Capcom's x-cellent (oh, I can't keep this pun palava up any more — it's not big, it's not clever and nobody's impressed) coin-op version of **X-Men: Children of the Atom** some months ago and now that rather tasty beat 'em up is Saturn-bound.

As these stonking screenshots show, it's looking pretty impressive with tons of smart backgrounds, loads of special moves all performed with panache by all your X-Men favourites — Iceman, Wolverine, Cyclops, Storm, Juggernaut and the rest. More news soonest.



# CLOCK THIS!

Virgin's interactive PC ground-breaker — **11th Hour** — is making the break to the Saturn with a release date set for sometime in the near future...

Starring you as eager beaver reporter, Carl Denning, the action starts up in the demented world of toy-maker Henry Strauf where your lady love Robin Morales vanishes during a hairy murder investigation. The bulk of the action involves solving heaps of logic-based puzzles. On completing a puzzle, the player is rewarded with a new glimpse of the story, many presented in stunning video footage.

There are three damsels in distress and you have to decide which one to rescue — choose the wrong one and you have to go all the way back and start again with the difficulty level escalating to frightening dimensions. All good stuff by the sound of it and something we'll bring you more info on just as soon as we get it.



# GET HI-ER, BABY

With Theme Park and Magic Carpet well on the way, Bullfrog is now moving into the fast lane with **Hi-Octane** — a formidable-looking combination of futuristic racing and good old fashioned murder for the Saturn.

The fabulously textured polygon tracks are all resplendent in glorious 3D and set the scene for killing galore with you kitted out in a futuristic spacecraft, gliding round at break-neck speeds, picking up power-ups and battering the blazes out of all who cross your path with your fine collection of killing machines from chain guns to missiles.

As you'd expect, there's a choice of viewpoints ranging from cockpit to birdseye views but what makes Hi-Octane that little bit special is the intelligence of the courses which monitor your progress and morph to cause you loads of grief if, for example, you take a corner too fast in which case the course automatically narrows itself to teach you a lesson. Smart! Due out sometime in Autumn we'll bring you a review around the same time.



# now with wings!

Attention all gamers. Good software alert. I repeat, good software alert. Standby all Saturn owners, **Wing Commander III** headed your way.

Yup, that's right, rumours are rife that Origin's most excellent space adventure featuring a truly star-studded cast (including, gasp, Luke Skywalker aka Mark Hamill who plays the hero Colonel Christopher Blair) in true interactive movie form is winging its way onto the Saturn in the next few months.

The game's set in the galaxy wide war between the Terran Confederation and the Kilrathi Empire with you aboard a rust-riddled carrier carrying out combat missions aplenty in true interactive splendour. With masses of death to inflict in the graphically stunning space environment, conversations to indulge in and, wonder of wonders, good acting, this is definitely one to watch for.





# WORLD WAR GAME

Sorry. Although we have loads of pics for this game, it doesn't have a name yet. However, it seems fairly obvious to us that this game is about one thing and one thing only - WAR. Blast the hell out of the enemy by any means possible, and laugh when the opposition are completely wiped out. As you'd expect, this is another 3D title that's played out via some pretty heavy strategic gameplay. Anyway, we'll have more on this one next month when hopefully we'll also be able to announce a game title.



▲It's got cannons.

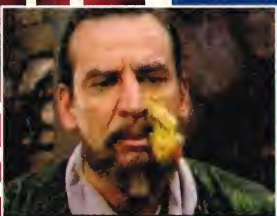


▲And plines too.

## no HORDE-INARY GAME

If mediaeval lands, monolithic castles, be-tighted knights and wimpy maidens are your cup of tea keep an eye out for The Horde rumoured to be hitting the Saturn anon courtesy of BMG.

In this FMV-filled action cum strategy fest, The Horde — a pack of big-gnashed booglies — are laying waste the kingdom and your task is to build up your town's defences against the toothy critters and attract more people to your domain to help fend off The Horde in true sword-fighting fashion when these defences inevitably fall! More news soon.



## PUZZLE POWER

If you find your Saturn strangely lacking on the puzzle front, fret no more for multi-coloured blobs ahoy are rumoured to be headed to your next gen super-duper console in the form of Hebereke's Popoitto coming to you live from Marubeni.

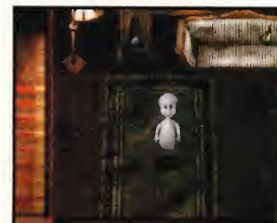
The main game aim is to match up four similarly coloured blobs in a row to make them disappear but your life's made a bit more difficult because those pesky blobs keep moving around and your only option is to block them in to make them stay put. No fixed release date as yet — more news when we get it.



## GHOST OF A GAME

A stonking movie licence like Steven Spielberg's Casper was bound to be snapped up and sure enough, Interplay has dived in to convert the spooky goings-on into an ace Saturn experience.

The game will presumably follow in some form the film's storyline which is set in the Whipstaff Manor which four ghosts — including Casper and his uncles — call home. Casper's ghostly relatives feel it's their duty to fend off undesirables with a series of practical pranks. They go into over-drive when Whipstaff's new owner, Carrigan (Cathy Moriarty) and her sidekick Dibs (Eric Idle) go on the hunt for treasure hidden in the wall and call in Dr Harvey (Bill Pullman) and Kat (Christina Ricci — Wednesday in the Addams Family) in a desperate bid to rid the mansion of its uninvited occupants. More news nearer release time later this year.





# MONSTER TRUCK RUCK

It's amazing what some people will do for a Bounty, can't think why, all that sickly coconut goo — yeeuch.

But so desperate for a taste of paradise fix are the Bounty hunters in an upcoming Saturn conversion of Off World Interceptor that they're leaping into monster trucks, pressing on into beautifully texture-mapped alien planets, tearing round tough off-road terrain with the aim of hunting down bosses, making piles of cash to buy extra weapons and vehicle enhancements and wasting anybody (in either full screen solo or split screen two-player modes) who stands between them and their elusive choccy. Rumoured to be released under the BMG banner, we'll bring you more news as and when.



▲Red sky at night shepherds' delight red sky at morning, nuclear blast warning.



▲Robotica extends the hand of friendship and gets a bullet in the groin for his trouble.

## AFTERMATH

Get set for some Saturn-esque 3D shooting action with a bit of puzzle-solving and a whole load of blood thrown in for good measure with Interplay's Aftermath.

Set in 2495, your task as Vic Sydor is to destroy the secret weapon Inferno X before the city-state Omega Central use it to destroy the Earth (can't be that secret if Interplay know about it, but still). Armed with a cybernetic limb, battle through 12 fully rendered, texture-mapped 3D levels taking out the mass of foes coming your way with missile-launchers, lasers, distortion guns, freeze guns and flame throwers. But watch your back cos there's a traitor in your camp and he's after your ass. Out early next year we'll bring you more news as and when.

# BLOWN AWAY

JEFF BRIDGES

TOMMY LEE JONES

Light the fuse and stand well back as the dynamic combination of Oscar® winner Tommy Lee Jones ("The Fugitive") and three-time Academy Award® nominee Jeff Bridges star in Blown Away.

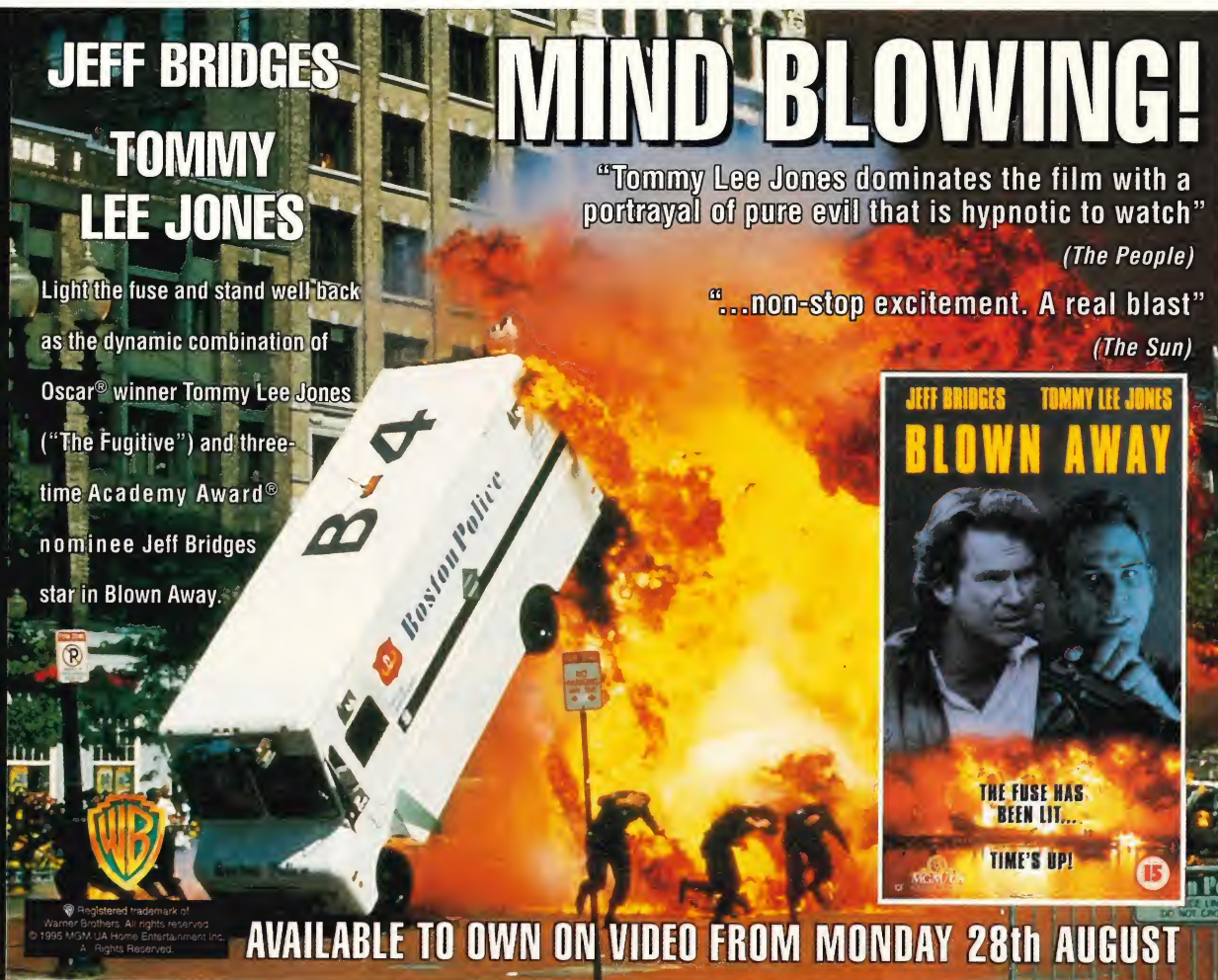
## MIND BLOWING!

"Tommy Lee Jones dominates the film with a portrayal of pure evil that is hypnotic to watch"

(The People)

"...non-stop excitement. A real blast"

(The Sun)



AVAILABLE TO OWN ON VIDEO FROM MONDAY 28th AUGUST



## YOU'RE GOIN' DAAAAHN!

**Descent** — the PC game which came close to knocking Doom off the king of the blasters throne — is set to hit the Saturn, courtesy of Interplay.

The action takes place deep in the mines of Pluto and has you decked out in a hi-tech blasting machine zooming through tunnels and shafts, screeching through 360 degrees in 30 3D environments, dropping down, turning over and reversing at nail-biting speeds to tackle the onslaught of morphing robots and aliens.

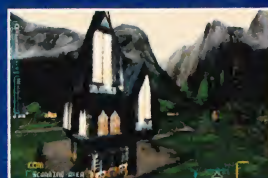
Take on the robotic menace or fight head-to-head with a mate, picking up hidden power-ups or retreating to the repair stations in times of peril. Full review coming your way near the time of release early next year.



## CYBERIA

Yet another PC smash making the transition to the Saturn later this year is Interplay's **Cyberia**, a graphically stunning arcade adventure — with knobs on.

Packed with heaps of brain-boggling puzzles mainly wrapped up in full-screen, full-motion, hi-resolution video, **Cyberia** is set in the future where global terrorism's rife and Earth is very, very frightened. To add to their woes, some git has uncovered the ultimate doomsday device in the frozen wasteland of Northern Asia and now it's mad scramble time to reach it... before somebody else does. More news on this one later.



## RAVE ON

A combat sim and a half is coming to the Saturn in the form of Mindscape's **The Raven Project**.

Next gen quality graphics and animation it might boast but there's absolutely nothing new about the storyline — it's the old "Earth faced with possible extinction and only your rebel force can save it" old chestnut again, but what the hell eh? You get heaps of different vehicles in which to complete your numerous missions including starfighters, atmospheric planes and mechanical warriors with all the action spread across various locations from futuristic San Francisco to the distant moons of the solar system. Whether it's 3D flight sims or an old fashioned blast you're into — this one might be worth looking into.



## DEFCON AS A POST

Hurting onto a Saturn near you from GT Interactive in the not-to-distant-future is a new arcade adventure — **Defcon 5**.

Starring you as an engineer (but obviously, a heroic one) your surface mission was to install a sophisticated piece of software into one of the manned defence stations which protect the mining facilities somewhere in the galaxy.

But slowly but surely a dastardly plot emerges and soon you're running around like a good 'un — escaping from the Powers That Be, raking in bits of info, protecting fragile targets and blasting down enemy ships, to name but a few of the tasks you must face. More info when we get it

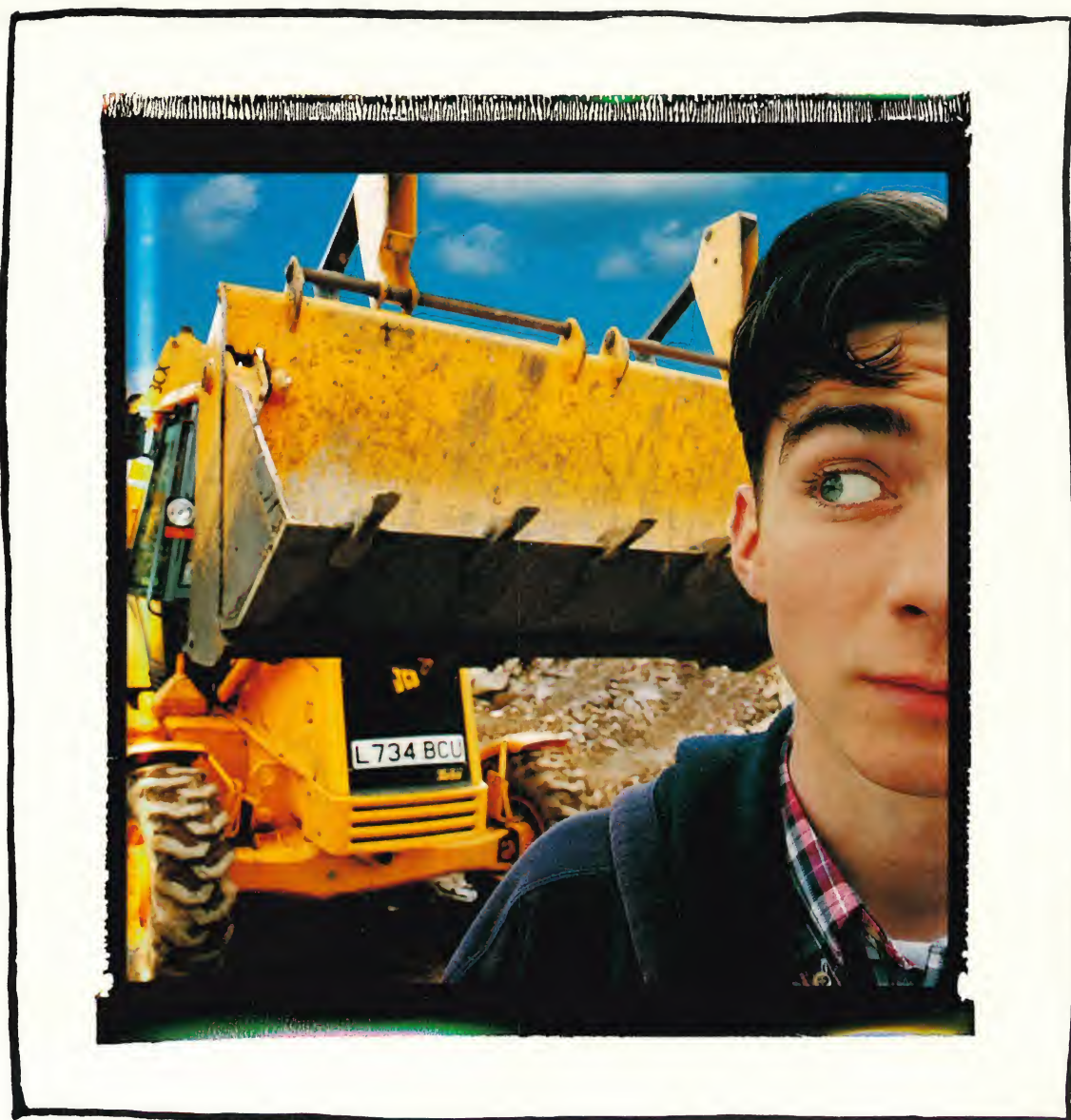


## PUMP UP THE BASEBALL

Bouncing balls abound in another new Saturn-bound sports title from Interplay. It's **VR Baseball '96** and, funnily enough, it's a baseball game. Cor.

Using real 3D motion-captured players, **VR Baseball '96** is full to bursting with real teams, players and stats as well as actual stadiums. The arcade-style play has 360 Virtual Fieldvision and you can go straight into league and season action, get in on an All-Star game or Home Run Derby or dabble with trades and transfers in the general manager mode. Eyes peeled for further updates.





WE'VE COME UP  
WITH A **BRILLIANT**  
**NEW WAY** TO GET  
RID OF **BLACKHEADS.**

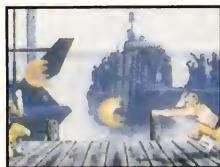


## STREETS AHEAD

Last month we brought you the **EXCLUSIVE** (with three exclamation marks) news that *Streetfighter* the film of the game is being converted back into a game again by Acclaim. This month we've got pictures for you.



As you can see it's looking pretty damn cool (or hot, depending on your point of view) with a Trial, Versus, Street and even Movie fighting modes to choose from, ultra-detailed backgrounds, heaps of special moves and Kylie and muscle man Van Damme recreated in all their pixel-perfect glory. Full review coming soon...



## PEARLS OF WISDOM

From the makers of *Shining Force* comes *Shining Wisdom* for the Saturn, an intriguing looking RPG which, unlike *Shining Force* where orchestrating battles and the like was the main thrust of the the action, goes for a more *Zelda*-esque perspective.

Run around the vast, sprawling landscape, dagger in hand, exploring all avenues, chatting to whoever you come across, avoiding death which lurks at every corner and generally rip the innards out of anyone who tries to get in your way — easy huh?



## WATER ON THE BRAIN

Underwater blasting action explodes in true subterranean fashion as Imagineer plan to float an as yet unnamed sunken shoot 'em up on the Saturn owning public.

As yet the game's in very early stages but you'll view the action from the helm of your trusty submarine, firing the hell out of all sorts of aquatic pests and completing all sorts of watery missions. And it's got lots of lovely dolphins as well — aaah!



## VIRTUAL COURTING

Wimbledon may be long gone but there's no reason why we can't all indulge in a little light Saturn based tennis action which will be brought to us at some point in the form of *Virtual Tennis* by Imagineer.

It's early days yet but there's a really smart rendered intro already and some semblance of gameplay on clay, grass or indoor pitches, loads of different players to choose, shots to master and tournaments to enter. Further details later.



## PRIMAL RAGE COMPO

Remember last issue when we announced that we were giving away a *Primal Rage* coin-op worth £3000? Well, this month we can reveal the lucky number that allows you to go through to the next stage of the competition.

To enter, you need to have bought a copy of *Primal Rage* from Dixons. The shop assistant will hand you a scratch card. Scratch off the silver panel and if the number 23,642 is revealed then you're through to the next round! In which case you'll need to complete the competition form below, and send it, along with the scratch card to: PRIMAL RAGE COMPO, MARKETING DEPT, EMAP IMAGES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The winner will be drawn at random from all the entries, and runners up will receive a Time Warner goody bag. Winners will be notified by post by November 30, 1995. Normal compo rules apply.

No purchase necessary. Write to the address above and a card will be scratched on your behalf.



## ENTRY FORM

Yes, my scratch card number is 23,642

Name:.....

Address:.....

.....Postcode.....

Signed by parent if applicable.....





# OXY BLACKOUT.

IT'S LESS DRASTIC THAN A JCB, AND BETTER THAN SQUEEZING. IT'S NEW OXY BLACKOUT AND THERE'S **NEVER BEEN ANYTHING LIKE IT BEFORE.** NOW YOU CAN **GET RID OF BLACKHEADS** QUICKLY AND GENTLY. IF YOU SUFFER WITH NASTY, HEAVY-DUTY ONES OXY BLACKOUT WILL SOON SORT THEM OUT. IF YOU'RE PRONE TO BLOCKED PORES, IT'LL UNLOG THEM. USE IT REGULARLY AND YOU'LL BE ABLE TO DECLARE YOURSELF A **BLACKHEAD-FREE ZONE.**

OXY BLACKOUT WORKS IN TWO EASY STAGES. FIRST YOU PAINT ITS UNIQUE BLACKHEAD-REMOVING LIQUID ONTO ANY AREA OF SKIN WHERE YOU HAVE BLACKHEADS. THEN YOU USE ONE OF THE SPECIAL STICKY TAPES TO LIFT THEM OUT. THAT'S ALL THERE IS TO IT. YOU CAN **SEE THE RESULTS IMMEDIATELY** BY HOLDING THE TAPE UP TO THE LIGHT. THIS CAN BE DONE IN THE PRIVACY OF YOUR OWN BATHROOM, OR WITH FRIENDS, DEPENDING ON THE KIND OF FRIENDS YOU HAVE.



OXY AND OXY BLACKOUT ARE TRADE MARKS.



## PREVIEW

MEGA DRIVE  
32X

24 MEG

BY  
TIME WARNERRELEASE:  
OCTOBER

PREVIEW

## T-m

Atari games are rather like Blondie singles or episodes of Scooby Doo. They're so 'classic', so the thinking goes, that there can never be enough remixes, reprises and homages to the game concept.

It's a theory that T-Mek, Time Warner's first stab at the 32X, supports very well. One of last year's minor coin-ops, the arcade version was itself heavily influenced by Battlezone, one of the first 3-D games ever. The earthbound tank battling of the original has been expanded into futuristic speeder craft taking each other on across a variety of worlds.

Gameplay does stick to the simple, but enthralling principle of getting the enemy into your sights and blasting like crazy, whilst realising that your adversaries are seeking to do the same. The developers, Bits from Cricklewood, North London, were extremely enthusiastic about the coin-op, and leapt at the chance to produce an almost-perfect conversion of the game for the home. Rather unusually, the game uses sprite images held in memory, not scaled in real time, so there has been a struggle to get all of the graphic images of Atari's coin-op into 24MEG.

However, the details of the background graphics and the games twelve custom vehicles, or Meks are authentic. Bits are also including all the cheats and special play options that eight months of 'intensive coin op research' (ie. they play the arcade unit in a very messy cupboard) have revealed. These include foggy backgrounds, a special one-on-one maze and access to extra powers. Also, some of the computer enemies have special abilities for you to discover. All player Meks are fitted with two special powers, one defensive, one offensive, and it's using these to your best advantage that adds the finesse to the game. With all the mechanics in place, two tasks remain before T-Mek arrives, hopefully in early October. First, Bits will optimise the speed of the game using the second SH2 processor within the 32X. Then comes the final playtesting, which is a job they seem pretty keen to keep to themselves. Then they can start thinking about a possible Saturn version...



SEGA



# ER



◀ Can you tell what it is yet?



▲ Nice tank. Wanna show me what it can do?



▲ Blast everything to bits.



▲ Loads of tanks just like yours.



▲ A nice blue level.



▲ Don't destroy your own.



## PREVIEW

MEGA DRIVE  
32X

24-MEG

BY  
SEGARELEASE;  
NOVEMBER

## PREVIEW

## KOLIBRI

**Wahey! This month, there's a brand new 32X game! Okay, so it's probably a bit hard for you to swallow, but yup, Sega are still developing for the machine and what's more, the stuff they're turning out actually looks pretty good. Like Kolibri, due for release later on this year.**

And if these screenshots look familiar to you in any way, that's because the programming team responsible for Kolibri are also creators of one of the most popular games on the Megadrive, Ecco the Dolphin. And they also programmed Ecco the Dolphin on the Mega-CD and Ecco the Dolphin 2. But of course, wanting more strings to their collective bow, this time they've decided to stray away from the trusty watery format, and they've turned their talents to another member of the animal kingdom, the trusty hummingbird. Seeing as hummingbirds don't really do much in real life apart from fly backwards and suck nectar from various flowers, you're probably thinking that this game might be a little dull. But actually, it's not. In fact, it has the same new agey theme as the Ecco titles did – the aim is to discover glyphs, uncover a dastardly plot and generally be kind to all the ickle wickle animals. Kolibri even has the same surging and diving attacks as Ecco did, although it has to be said that the game seems much less puzzle based this time (instead, there's more shoot 'em up action) – which is something that will certainly please all those people who found Ecco a tad frustrating. At the moment, Kolibri is around half finished and there's still some levels left to be programmed onto the game. However, the graphics are already looking distinctly superior to the rather polished series of Ecco games, and the sound (along the lines of Ecco once again) is a rather ambient affair. Look out for a bigger preview next month, but in the meantime here are some rather lovely, relaxing new-agey type screenshots for you to peruse.

SEGA

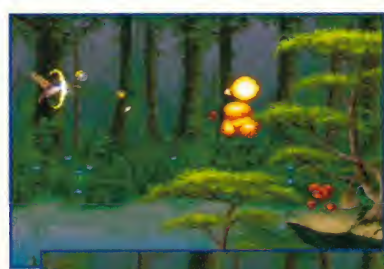
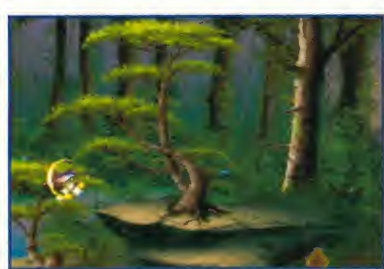




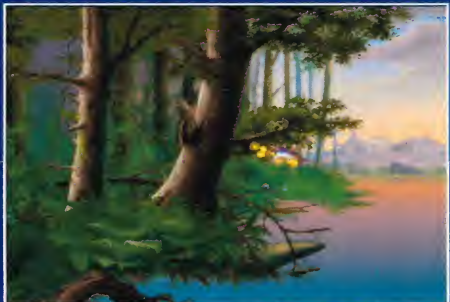
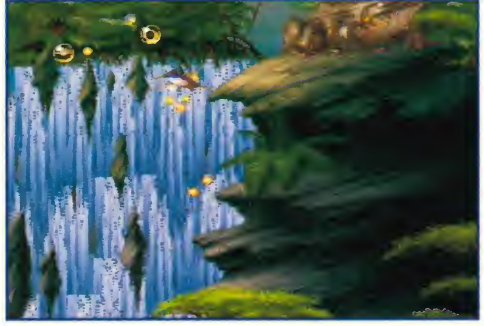
# LIBRI



▲ A lovely country scene. And it's functional too.



◀ In the wild, Hummingbirds often use explosive attacks on their prey.



▲ As with Ecco, Kolibri looks amazingly realistic.



▲ Not too realistic though, or Kolibri would just be flying aimlessly about all day.



▲ In fact, that's exactly how it looks here.



# PREMIER MANAGER

And very impressive those resources are, too. Fifteen hundred players from the top four divisions are stored alongside meticulously researched match data accurate up until the end of last July. Although you are sometimes left with the nagging impression that your players aren't quite behaving true to form, and that squad behaviour is generalised throughout each league, it seems churlish to knock such a complex and absorbing reconstruction of real-life fantasy football.

So, with the underheating of your pitch arranged, the health and safety inspectors paid off and Ryan Giggs spearheading the new-look Leyton Orient, it'll be time for the kick off just a few weeks from now...





SEGA the  
GAME IS NEVER  
OVER

The pen is  
mightier than  
the sword  
Bye Bye  
loser  
Mortus



MEGA DRIVE

The evil Mortus has you trapped in a  
comic book. Get cross or get crossed out.



# LETTERS

**Don't you** just hate those days when you get no sleep and you're at work, desperately trying to stay awake, whilst someone's forcing you to write witty and informative text about all manner of video game subjects? Well doubtless none of you will know what we're talking about, because if you did you'd be here writing this instead of me, and I'd be at home in bed. And I'd be a lot happier. But now you too can experience this kind of misery. Simply don't go to bed for a few days, and then get one of your mates to make you write a letter to SEGA MAGAZINE on pain of torture/financial loss. And when you've done it why not send the resulting mess in to us at MAKING NO SENSE MAILBAG, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's a prize for every letter someone trips over in the office.

## WHAT SHOULD I DO? WHAT?

DEAR SEGA MAGAZINE,  
On the 8th of July I bought a Sega Saturn for my 13-year-old son. It was great and my son loved it, and since then I have bought all of the other three games for him. After about a week or so of use the machine started to do funny things, like refusing to load up games. Back to the shops I went. The new Saturn that was working fine when first bought was also refusing to load games. I am starting to get very annoyed. What do you suggest that I do? When I was on a business trip to Japan I couldn't help noticing that you can buy CDs with game soundtracks on them. For example the soundtrack for Panzer Dragoon. There was also a couple of very interesting videos on display, such as The History of Streetfighter 2 and Virtua Fighter 2 Strategy Guides. Do you know of any import shops or somewhere (a

good reliable source) I can purchase these items?  
Also, do you know of a place where I can buy Japanese



games magazines (with Japanese text, my wife is a qualified Japanese teacher).  
One last thing. In America you can buy hint books or various games, any ideas where I can get hold of them?  
Thank you for your help,  
S Gregory, Scotland.

SM: We get all our stuff from the Japan Centre who are based at 112 Piccadilly Circus, London. But don't tell them we sent you or there'll be all manner of trouble. So it's just our little secret, right?

## ED LOMAS IS DISGUSTING

DEAR SEGA MAGAZINE,  
I am one of your new recruits, as I have been reading the magazine for the last three issues only, due to the collapse of one of your rival magazines, my old favourite. I am seriously considering subscribing to SEGA MAGAZINE, but there are a few things I would like to see happen first. Firstly, sack the spotty git who was pulling faces in the Tips section of issue 18 and who found it funny to reveal the contents of his mouth in issue 20. It's pathetic and disgusting. Other than that I find your magazine informative and amusing.  
Secondly, layout. I like your idea of having a separate Saturn section but why is it in the middle of everything else? Put it at one end of the magazine or the other. In issue 20 it went: News, Preview, Work In Progress, 3 Previews [letter goes on with a full list of contents for ever and ever - SM]. Complicated eh? [It is - SM] Try to keep all the relevant pieces together, even if the Saturn does have its own section at the end. I realise I have listed negative things, but if I was to list the positive aspects of the mag the letter would be ten times as long! Lastly, have you ever thought of making binders?  
William Davies, Benenden, Kent



▲ Ed.

SM: Hey Bill - we'd rather have a twenty page letter telling us we're ace than two pages of criticism any day, narcissists that we are. If you can't say anything nice then push off, that's our motto. Actually, you have got a salient point about Ed - he is quite ugly and we'll force him to wear a bag on his head in all future photos. The order in which the mag runs is generally pretty clear, but the Saturn Magazine does break it up a bit, you're right. Lastly, no, we're all happily employed as journalists. For now.

## 32X IS ACE! HONEST! NO, REALLY!

DEAR SM,  
I am writing in reply to all the letters sent in by people slagging off the 32X.  
OK, there still aren't many decent games available for the 32X, but believe me there are some good ones out there: Star Wars Arcade, Doom, Virtua Racing Deluxe, Stellar Assault, NBA Jam TE and Knuckles Chaotix and the classics Afterburner and Space Harrier.  
There are some great games on the way to the 32X too: Virtua Fighter, MK3, 32-Xtreme, Striker and Outpost just to name a few.  
The only problem with Sega is that they are now making the Saturn too, but that doesn't mean they won't support the 32X as well. And another thing, who wants games like Motocross Championship, Motherbase, Toughman Contest and Cosmic Carnage on a Next Generation console?  
Anon.

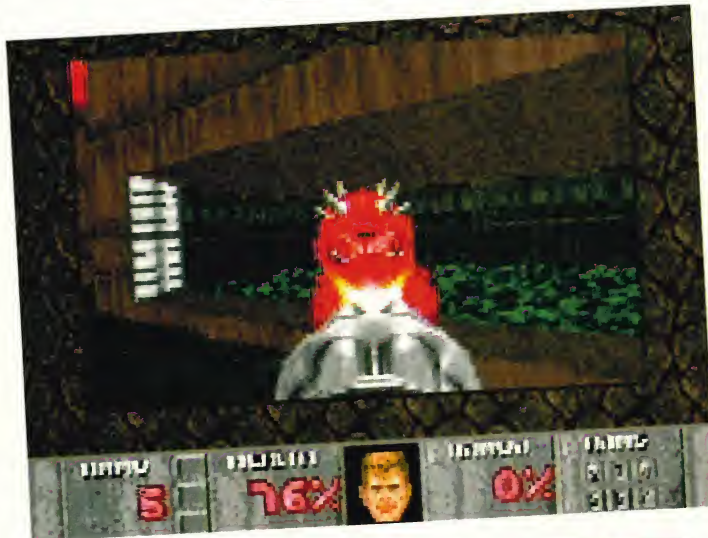
SM: Who wants games like Cosmic Carnage on any console?



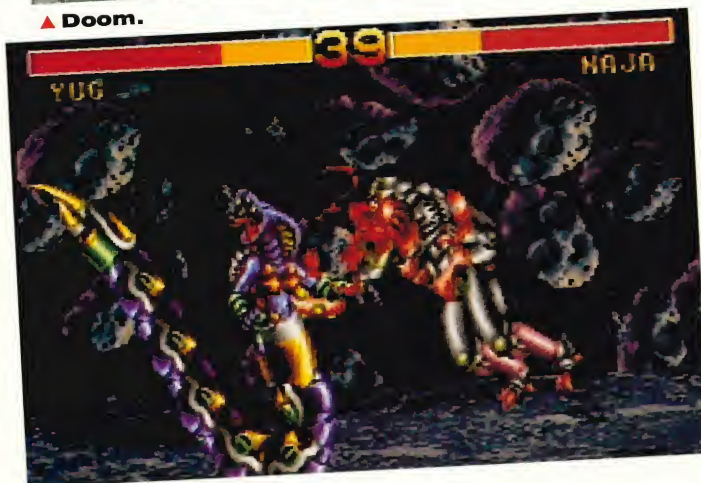


▲ Space Harrier.

▼ Afterburner.



▲ Doom.



▲ Cosmic Carnage.

## JUST DONE IT FOR A LAUGH

DEAR SEGA MAGAZINE,  
I can't believe I was doing this but I just done it for a laugh. I looked in a mag for Nintendo, and what do you know, it said "We prove your console is the best" picturing the Sega Saturn and the SNES. And when I got to right page I was appalled. It had nothing of the sort about the two consoles but a load of rubbish talking about the history of the two companies. Nintendo starting as card games and Sega as pinball machines. Well at least Sega had the decency to start making things which actually have something to do with computers. I also thank Paul Johnson from Skegness [conspicuous by his absence from this month's letters page - SM] for writing in some common sense for more than what the atomised brains of staff at Nintendo magazines can come up with. Graeme Terry, Ashford, Kent.

SM: Magazines eh? You can't trust a thing they say. Look at that Official Sega Magazine that has all those Daytona shots they swore were from the Saturn version and... well never mind.

## GET BACK TO THE DARK AGES

DEAR SEGA MAGAZINE,  
My name is Christopher, I am seven years old. My brother is six years old, his name is David. We have a Sega Master System and we have 16 games. We have read your mag a few times and we cannot find anything about any games in your book for our Sega, like Tips or games or anything like that. We know the Master System is an older machine but we are wondering if you would be able to send us some leaflets about the Master System or tell us where we could get hold of some.

Thank you very much,  
Christopher and David Lawton, Hartlepool, Cleveland.

SM: Try joining the back-end of the Twentieth Century, buckos. No wonder you can't find any information of a blundering dodo of a console like the Master System - it's as dead as if it had walked into the OJ Simpson trial and shouted "Actually lads it was me what done it". You're only little - try constantly bleating and whining at your parents until they finally relinquish and buy you a Saturn for Christmas. You'll wear them down eventually. That's what they're there for.

## YOU LYING CHEATING SCUMPUPS

DEAR SM,  
Your mag is the best of all the Sega mags. I'm writing because of what you and other mags are saying about Daytona USA. They're saying that the clipping is very bad and that the objects appear out of nowhere. Granted they do, but if you look at it in the arcade you will see it's the same. I've checked two different arcades. Another point, people saying Ridge Racer is better and the PlayStation is better are wrong. The Daytona arcade is far more advanced than Ridge Racer. What do you think?  
Colm Smythe, Dublin, Ireland.

SM: The clipping on the Daytona is hardly visible at all in the arcade, and although it is visible on the Saturn version, it doesn't detract from the ace gameplay. Not even a little bit. As for your Ridge Racer V Daytona argument, it's a bit like saying that a Master System conversion of the Emaginator would be better than all of them because of the hardware differentials. Or something a bit like that. It's hard to say.



▲ Daytona USA.





## IRRITABLE IRRITANT WRITES

DEAR SM,

Firstly I feel sorry for people who bought the mushroom add-on with high hopes.

Secondly, Mat G from Stevenage you are a sad pathetic arse. Have you nothing better to do than perv on drawings? Why don't you meet real girls not artwork? Oh yeah, Manga films don't exist, Anime films do though, I suspect this is what you mean. And Sam, try to get hold of the July issue of Mean Machines Sega, there is a picture of Mileena you'd probably enjoy to stare at... Bob Groosle, Liverpool

SM: Hey - are you slagging our readers? Trying to start something are you? Well just you come down here next Saturday and try it. We won't be in.

## I KILL BIRDS (AND DUDETTES)

DEAR SEGA MAG,

I am a college student and last year we had to do a company report as part of the course. naturally I chose a company I'm really interested in - Sega. I wrote away to Sega Europe for information, expecting never to hear from them again. But they proved me wrong, I received a bucketload of information from them. And rather helpful it was too. So I'd like to take this chance to say thanks to the top dudes (and dudettes) at Sega, especially to Serfon (I think that was the name, I wasn't able to fully understand the signature).

While I'm here I might as well kill two birds with one stone...

I recently purchased a Mega-CD (pause for laughter). It was only ninety pounds, so it was a bargain, and it is possible to get decent quality games, such as Batman Returns, Final Fight etc from ten quid. It is also possible to get high quality software such as Snatcher, Thunderhawk and Battlecorps from about twenty quid.

Enough excuses. Anyway, on the box for the Mega-CD 2 it says 'play your Megadrive cartridge games at twice the power and speed'. But does it? Not on your Nellie. Is that not false advertising, or something? Or is my one special?

I also own a 32X (the first person to laugh gets their teeth smashed in), and I was wondering, what has happened to all the 32X-CD games. In your 32X brochure you said they would be out by Easter '95 and there is still no sign of any of them.

Every member of the SEGA MAG team should pat themselves on the back for producing a magazine this excellent and both funny and informative. Not like the other pamphlets masquerading as magazines, with their psuedo-intellectual arse jokes and unique 'humour'.

Paul Fingleton, Balbriggan, Co Dublin.

SM: Well that was a long letter. To deal with your points in reverse order - Sega obviously realised that those people suckered... no, no sorry, lumbered, oh God, no, sorry, I mean blessed with a Mega-CD weren't going to fall for this upgrade scam again and as such there wouldn't be many 32X-CD owners. As regards your Mega-CD box - everyone's Mega-CD is special, and you'd do well to remember that. And Serfon, Public Relations Utility Droid Model 7 Zark 7, thanks you from the bottom of its transistors.

## A GENIUS WRITES

SEGA SATURN RULES!

So Where Does That Leave Sony?

I have always been in support of good old Sega, and now the Saturn has arrived I don't think I will ever go off the king of the console world. But can the Saturn be knocked away by the PlayStation? I don't think so...

[There now follows a big gert long letter like one of them University dissertations which, frankly, I can't be bothered to transcribe. It's pretty good though. So maybe we'll print it next month if I'm feeling a bit more active - SM]



Well it looks like that's your lot. Pity eh? You could always try reading it all again if it's that much of a disappointment, I suppose.



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AS WELL  
AS YOUR SWORD.

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Light  
Crusader

MEGA DRIVE



SEGA the  
GAME is NEVER  
Over.

Hours of awesome role-playing and beat 'em up gameplay. Meet the challenge or meet your Maker.



# Q+A

**Blimey. Is it that time already? Why, it only seems like yesterday when last month's Q&A was being put together. Of course, the Saturn has been out on the shelves for a couple of months now, so understandably, most of your queries are once again, Saturn bound. Many of you also seem worried about the future of the 32X – although we can't blame you, we have heard from Sega that there's around ten titles due for release by the end of the year. Plus of course, there's third party releases too. As ever if you have any gaming queries, write 'em down and bung 'em in the post to: LETHARGY RULES, OK? Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**

## NO CHAT

DEAR SEGA MAG,  
Let's get into the questions. No chat.

- 1 Which is better, Mega-CD or 32X?
- 2 Does the 32X change the capabilities of the Mega-CD?
- 3 Is there better sound on the 32X than on the Megadrive?

PHIL STROUD

SM: Well, the 32X is probably a better bet than the Mega-CD, mainly because Sega and a few third party developers are determined to keep software support up for the machine. But, we'd still recommend that you save your money up for a Saturn. The 32X does have better sound than the Megadrive though, and when it's used in conjunction with the Mega-CD, you'll get improved graphics (as you would with a Megadrive) and it's particularly useful when there's video footage in a CD game, as you'll get a better quality picture.

## MORE QUESTIONS

HELLO SEGA MAG,  
I'm back with some more questions, so could you answer

them. Go on, please.

1 Is there any more news on the Saturn keyboard or disk drive yet?

2 Do you think that the Saturn price will ever be dropped below £300?

3 My mum says that a PC CD-ROM is better than a Saturn? Is she right?

4 When will Micro Machines be out and how much will it cost?

5 I may not be able to get a Saturn because of the price. Should I buy a 32X instead?

TOM BELL, BERKHAMPTSTEAD

PS: What ever happened to Slow Boat to Barnet?

SM: 1 Not yet. 2 I suppose it's possible, but I can't see it happening for ages and ages. 3 Well, a PC CD-ROM is like, really expensive. We're talking thousands here. The Saturn only costs £400 and if you want something purely for gamesplaying purposes, it's probably a better bet. 4 October at a price TBA. 5 You can still get some pretty good titles for the 32X, but it's definitely worth waiting and saving up for a Saturn. Oh, Slow Boat to Barnet – new album and world tour coming soon.

## IT'S ACE

DEAR SEGA MAG,  
I think your Q&A section is ace so please answer my questions.

1 Where is the cheapest place to buy a Saturn, and how much will it cost?

2 Is Pebble Beach Golf any good? Don't say look at the review, because I'll be on holiday.

3 Will there be a follow up to Daytona USA?

4 Is there any more news on Virtua Fighter 3?

ASHLEY HYDE, BEWDLEY

SM: A Saturn should cost the same amount of money wherever you buy it from (unless you're buying an import Saturn which is a different story altogether). UK PAL Saturns cost £399 at the moment (with one joystick and a copy of Virtua Fighter), and that's in all shops throughout the country.

2 It's okay – playable enough, but nothing outstanding by any means. 3 Sega Rally is currently being converted to the Saturn – see the preview this issue for more details.

4 Nope, not yet.

## IS IT TRUE?

DEAR SEGA MAG,  
Please could you print my letter because it is the first time I have ever written in to your magazine.

1 I have been told you can race as a horse in Daytona. Is this true, and if so, how do you do it?

2 Will Sega Rally '95 be out on the Saturn in time for Christmas?

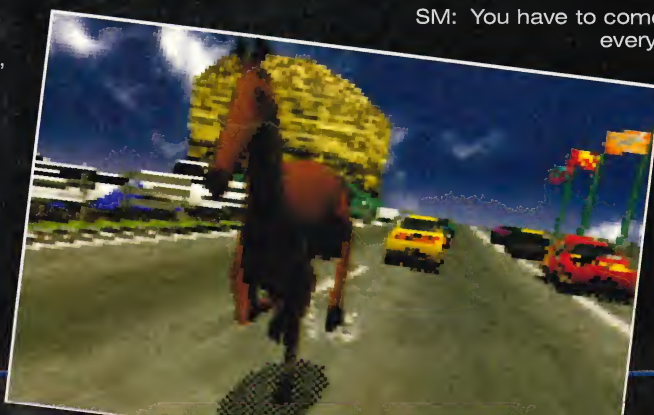
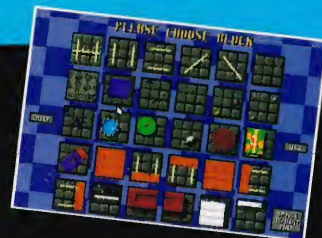
3 Why do Saturn games cost twice as much as PC CD-ROM games? I recently bought Wing Commander 3 for my PC and it was on four CDs, but it still only cost £32. Yet Saturn games cost around the £50 mark. Why is this?

4 Is Primal Rage going to be arcade perfect for the Saturn?

ROBERT THURGOOD, NEWCASTLE

SM: You have to come first in every race. 2 With

any luck, yes it will. 3 New PC CD-ROM games cost around £40, and some of the more popular





ones cost even more than that. Saturn games will cost £50 at the most and won't suffer from the same discounting problems that has affected the PC market (most games will be released at a recommended price, then will be subjected to huge discounts). 4 From what we've heard it should be arcade perfect but...

## CON YOUR PARENTS

DEAR SEGA MAG,  
I'm getting a Saturn for Christmas. Should my Mum buy it now to avoid the rush, or should she wait until later?  
2 Will there be a stereo lead for the Saturn? If so, how much will it cost?  
3 How about a Compact Disc preview CD for the Saturn every now and then. CDs aren't too dear and a lot of people wouldn't mind paying a few extra pence for the magazines (CDs only cost 6p to make).  
4 Are there any plans for a Saturn conversion of Star Trek: A final unity?  
5 Are Sega converting their Jurassic Park arcade game to the Saturn?

JASON CHAMBERS, SURREY

SM: Well Jase, it's pretty obvious to us that you're just trying to con your mum into buying you a Saturn NOW. She may say it's for Christmas, but we reckon once you have it in the house there's no way you'll be able to keep your hands off it. Sega are importing loads more Saturns for the Christmas rush, so it's unlikely that there'll be a shortage come Christmas time. 2 Yes, Sega are currently working on a stereo lead for the Saturn, and it should be out in the relatively near future. 3 It's something we're thinking about for the future. 4 Not yet. 5 It's unlikely that Sega will convert this game to Saturn, mainly because it's so old now.

## NO, ACTUALLY

DEAR SEGA MAG,  
Please print my questions as I did not have much luck last time I wrote in.  
1 Will the Saturn be able to play Mega-CD games? If not, will there be some kind of converter available so it will be possible?  
2 Will games like Night Trap and Ground Zero Texas be converted to the Saturn?  
3 Will Megadrive games fit into the cartridge port of the Saturn?  
4 I am going over to America shortly. Will the Saturn games be cheaper over there?  
5 Will they run on my PAL Saturn with and without an adaptor?  
6 Do you think that the Ultra 64 will turn out better than the Saturn?

SM: No, and no. 2 No. 3 No. 4 No. 5 No, with an adaptor, yes. 6 Who knows.

## 32X CD DOOM

DEAR SEGA MAG,  
Will Shadow of Atlantis have a UK release?  
2 Which other 32X CD games do you think I should buy?  
3 Are there any first person perspective RPGs on the Mega-CD that are worth getting (apart from Snatcher and Dune)?  
4 Will there be any more Doom style games for the 32X?  
RICHARD DROZDA, NOTTS

SM: 1 Yes. 2 Doom, Virtua Racing. 3 Bloodshot is quite good, although it's more of a Doom clone than an RPG. 4 Sega's release schedule doesn't reveal any Doom Clones, although there's nothing stopping a third party developer creating one.

## LIGHT GUN, PLEASE

DEAR SEGA MAG,  
Will Doom, Doom 2 or Quake ever be released on the Saturn?  
2 Can you tell me how much the Saturn steering wheel will cost?  
3 Will there ever be another Sonic game on the Megadrive?  
4 Is the quality of video CDs on the Saturn any good?  
5 When Virtua Cop is released, will it be packaged with a light gun?  
6 DOUGLAS FORREST, BARROW-IN-FURNESS

SM: 1 They're in development right now as it happens - although no one knows when they'll appear on the Saturn. 2 49.99, and it's called the Arcade Racer. 3 I sincerely doubt it. 4 It's of really high quality - you could easily watch a movie on it. 5 No news yet, although it's likely that it will come packaged with a gun.

## CAN'T PLAY GAMES

DEAR SEGA MAG,  
Your mag is great and all that stuff. Please, please answer my questions.  
1 I am a proud owner of a UK official Saturn and I think your Saturn mini mag is great, but I can't get the name screen to work on Virtua Fighter. Could you tell me how I can get to this screen?  
2 Do you think that Sega will make a Saturn version of Streets of Rage?  
3 What's the release date for Road Rash on the Saturn?  
4 I desperately want to buy Virtua Fighter Remix. Have you found out whether it will be released in the UK yet?  
KAI KILLICK, GWYNEDD

SM: Win all the fights. 2 No. 3 It's unlikely that it will be out by the end of the year. 4 It is being released in this country, and for more information, read the review in this very issue!

## ME NEITHER

I have only one real problem apart from my rapidly declining social life, and it's that I'm totally crap at Daytona USA. Is there a more simple way of driving the horse? Please say yes, otherwise I'll be doomed to ridicule by those who can complete it only using their toes.  
I've also tried your cheat for Virtua Fighter - the one where you press u p 12 times on the title screen and press down on the option screen. However I can't get it to work. Have the programmers taken the cheat out for the UK version or is it just me?  
I CLAYS, N WALES

SM: 1 No 2 No, you're just not doing the cheats properly.

## MAKE IT CHEAPER

DEAR SEGA MAG CREW,  
Why did Sega make the 32-Bit Saturn so expensive at a massive £400 when Nintendo are bringing you a 64 bit machine at £200?  
2 Do you think that Sega should bring the price of the console down to around £200-£275?  
3 Will Sega make an upgrade for the Saturn to turn it into a 64 bit machine?  
JAMIE CARPEN, SURREY

SM: 1 It's all very well Nintendo saying that their machine is going to cost £200 and that it's going to blow everything else away when they haven't actually

shown anyone anything yet. We'd prefer to wait and see what they actually come up with. 2 Well, it would be nice. 3 I doubt it, because it's already producing state of the art games NOW and it doesn't need an expensive upgrade.

## MK FREAK

DEAR SEGA MAG,  
How come 32X games cost more than Saturn games?  
2 I have read in your magazine that MK2 will be coming out for the Saturn. Are there any plans for MK3 on the Saturn or the 32X?  
3 Will the Saturn version of Sega Rally '95 be as good as it is on the arcades?  
4 Will Virtua Cop be released on the 32X?

SM: Sega have officially announced that from now on, no 32X game will cost more than £50. They were more expensive in the past because cartridge formats are always more expensive to produce on than CD formats. 2 Mortal Kombat 3 will be coming out for the Saturn, although it hasn't been signed to a distributor yet and also, Sony have embargoed any other developers from producing the game until their version has been out for at least six months. 3 With any luck, yes. 3 It's very, very unlikely.

**Flee! Flee for your puny little lives! Go on, or you'll see the back of my hand. And don't come and bother us until next month, okay?**





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# SEGA SATURN

## MAGAZINE



SEGA  
RALLY



MYST



VERTICAL



SHINOBI-X



PANZER  
DRAGOON





PREVIEW



SEGA SATURN

BY  
EARELEASE:  
NOV

PREVIEW

# FIFA SO

**The popularity of football games can be measured in that they continue to sell by the kop-load, even though there are dozens available. On the Saturn, the situation is different. There is one option: Sega's International Victory Goal, but its progress was hardly meteoric. Electronic Arts' Fifa Soccer is in another ball park entirely.**

They are expecting great things from their Saturn debut, which builds on the reputation of their Megadrive versions, and the technology of their 3DO game. The basis of the technology is Virtual Stadium, a 3-D viewing system that will form the backbone of future EA Sports titles.

Fifa is viewed in scaling 3-D, like Victory Goal, but there is much more freedom in the camera angling, which circles and follows the players, much like the TV cameras in a televised match. The stadium perspective is always maintained, to add atmosphere to the proceedings. There's a large choice of camera viewing positions to take, from high up in the commentary box, to down at player level. EA are even toying with a net cam, giving a sensational viewpoint on goals.

The players themselves utilise some of the most complex character graphics in any computer game. All created from renders of video-taped real players, their actions cover more moves and shots than the Megadrive could ever handle, with more frames of animations for greater fluidity.

In response to the gripes that accompanied some aspects of Fifa's gameplay, the Saturn version has several new features, including a passing indicator that gives greater control over passing play in directions other than the one you are running in.

Control response is as instinctive as ever was.

Considering the meat is in the pitch action, it seems frivolous to report that the front end is there, with almost anorakish accuracy for team detail and options. A smart compressed video intro polishes that area of the game off. The league options and tournaments are more attractively presented than ever, with country outlines for each team. There's also nothing to prevent you missing teams from all levels in your games. The only area of the game which is in some doubt is sound. There's no problem with the crowd samples and effects EA have placed on CD before — the Mega-CD version worked well — but they have an incredibly ambitious idea for a running commentary, voiced by a major sports presenter. If included, this would follow the game, identifying the player in possession and even analysing play as it happens! You'll have to read the review to see if it's all possible and EA have included it. Anyone without a Saturn should bear in mind that wholly different Megadrive and a 32X version are due around the same time too.



▲ Loads better than Victory Goal.



▲ Biggest game of the year? Could be.

SEGA



# CCER '96



▲ Switchable camera views should be included in the final version.



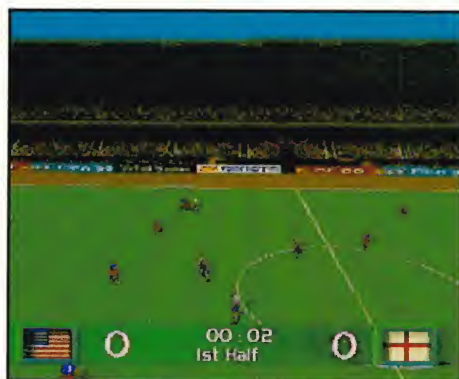
▲ As should stadium-true sound.



▲ Real football players were filmed to get the most realistic animation possible.



▲ More preliminary character animations.



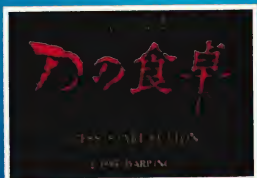
▲ May even come complete with a running commentary!



▲ These show how the sprites in FIFA were put together. They begin as simple line drawings, and the polygons are gradually built on.



## PREVIEW



BY  
ACCLAIM

RELEASE:  
NOVEMBER

PREVIEW

**Back in the old days, an adventure game would predictably consist of wandering around barren villages and dangerous forests in the vain hope of finding an object crucial to your quest. But the Saturn's superior power and top FMV capabilities could mean that the traditional RPG will never be the same again.**



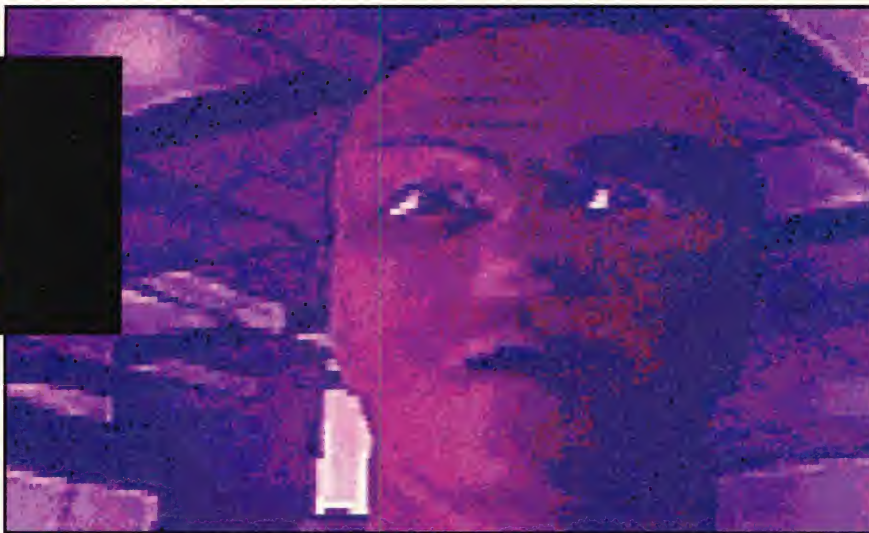
Although the Japanese go absolutely wild every time a new RPG is released, us Europeans, don't quite have the same feeling for the genre. In fact, some would even say that we find it, well, dull. To stir up even the slightest bit of interest, we need to have them disguised as murder mystery plots with vampires in them or something. Which, funnily enough, isn't a million miles from this new adventure game from Acclaim. Already driving Japanese gamers wild with its infuriating puzzles, *D* is a rather gory take on the age-old haunted house story. Playing almost identically to Sega's own mystery adventure title, *Mansion of the Hidden Souls* (see the review in the next issue), the story is a twisted tale of one man's warped imagination and psychotic tendencies. For instance, in the first few seconds of the game it's revealed that an otherwise reliable doctor has unexpectedly gone completely insane and killed off four or five of his patients. Obviously, he's fled the scene pretty quickly, but his daughter Laura has reason to believe that he'll be hiding out in his creepy mansion. However, when she turns up there, she realises that things are very different from the last time she visited. For a start, there's the business of all these mouldy corpses lying all over the place. Then there's the spiked death wall, bowls of blood, vicious knights in shining armour, and to top it all, she's started having visions. What could it all mean? Well, that's what Laura has to find out. One thing's for sure, this is no adventure for any younger Saturn owners – it's really gory, and coupled with the ace sound effects it really makes for some rather creepy gameplay. There's been no age certificate slapped onto the Japanese version, but it's more than likely that it will be awarded at least a 15 here in the UK. Anyway, since the game relies mostly on sound and visuals to lead you to specific clues, there's only a small amount of Japanese speech and text which has been converted from the original, and most of that is already complete. However, Acclaim are still holding out for their original November release, although the screenshots shown here are from a practically complete version of the game.

SEGA

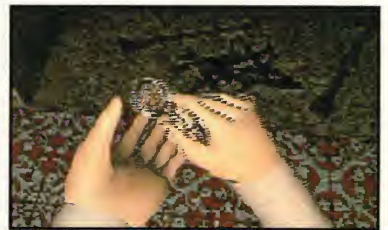




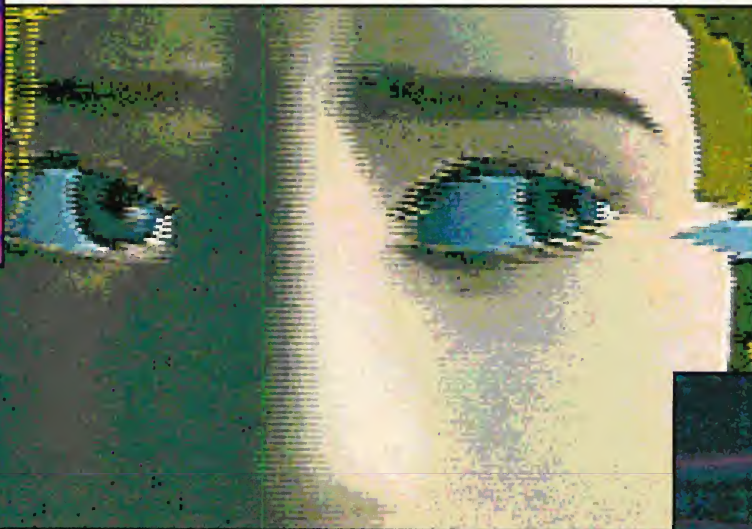
▲ Yipes, a clock with no hands. That's it, I'm a dead man!



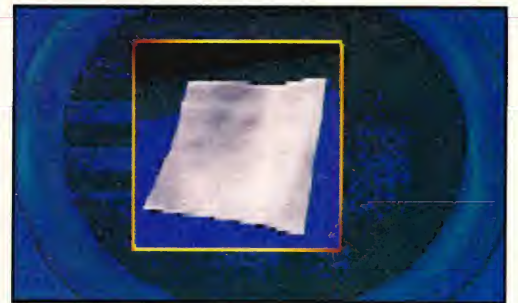
▲ Ah, come in. My name is Doctor Robert Morgue. What seems to be the problem? Hur hur hur.



▲ That flinkin' noisy techno music. I'm gonna call the noise abatement society. Man.



▲ What a barrel of laughs. Ahahahah ahahahaha. Ahem.



▲ Careful with that vice. Some one could catch their nads in it. Maybe.



▲ Boy, whoever repaired this window didn't do a very good job.



▲ Look at the size of that gate! You could drive a car through it.



## PREVIEW



SEGA SATURN

BY  
JVCRELEASE:  
NOVEMBER

PREVIEW



## 3D

**Fighting? Oh yes, we like a bit of a fight. Beating seven shades out of each other is fine by us. So long as we don't actually get hurt or anything. Which kind of limits us to either watching it happen to other people or playing a silicon character in a pretend fight on the Saturn.**

Although Virtua Fighter is easily the most famous fighting game on the Saturn, it's certainly not the most realistic. Okay, so all the moves are born out of real martial arts, but how often do you get to see drunken old men battling it out with shark fighters, and Daytona racing drivers? Never, that's how often. But you do get to see people having a bit of a scrap in the boxing ring on a regular basis. And seeing as there's loads of footage of all the fighters and everything, in theory, it's quite easy to port the game over to the Saturn, which is exactly what JVC have done.

However, instead of plumping for the easy option, the programmers have created polygon fighters, who slug it out in a polygon world. Each contestant has been lovingly constructed, with different strengths and weaknesses, and the result so far, looks pretty stunning. There's different camera views, stadium sound, the ability to create your own character, a two player mode, tournament and ranking option – just about everything you'd ever hope to see in a boxing sim.

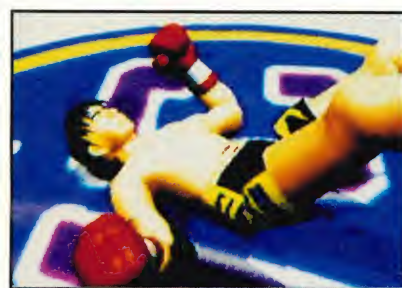
Although the main graphics and animation have already been programmed into the game, there's still a lot of work left to be done on the speed of the characters – the animation rate at the moment is still fairly slow. However, there's nothing to worry about at all in this department, because JVC have drafted in the services of Sega's own demigods AM2 to work on the mechanics and running speed of the title. Which hopefully means you'll be seeing some super smooth animation and blisteringly fast gameplay a couple of months from now.



# BOXING



▲ I thank you.



▲ In the ring action at an early development stage.



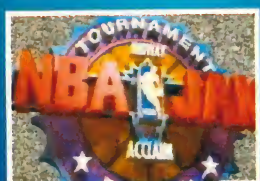
▲ Easily the most realistic-looking boxing game to date.



▲ See where it says 'JVC'? In the finished version it will have a major sponsor. Instead.



## PREVIEW



SEGA SATURN

BY  
ACCLAIMRELEASE:  
NOVEMBER

# NBA TOURNAMENT EDITION

We see so many Acclaim titles these days that at times it almost feels as if we should be called Acclaim: Britain's only official Acclaim Magazine. But then, they do come up with some pretty good titles, and they're not afraid to get stuff out on the new machines either.

In fact, they have absolutely loads of titles lined up for release on the Saturn, among them many semi-household names such as Mortal Kombat II, Streetfighter the Movie, and NBA JAM Tournament Edition. Yep, that old chestnut. Not content with already dominating the Megadrive, 32X and Game Gear, Tournament Edition will also be available in November on the Saturn, big heads and all. Naturally, being 32bit, the results should be pretty impressive, even, dare we say it, arcade perfect. With any luck, all the original music and effects from the coin-op will have also been included, and along with all the original graphics this should be a slick all-round package. And, in the true NBA spirit, there will be loads of secret moves and characters to discover too. Plus you can guarantee that with it being arcade perfect, it will be better than every other version of the game currently available. So, roll on November.

SEGA



▲ No, I don't think he's on fire. Not even a little bit. But then you wouldn't be able to tell really, because this screenshot is slightly blurry. Sorry about that.



# JAM



▲ Ooh. Stare each other out why don't you.



▲ I think they're trying to tell us something.



▲ Is there going to be a bundle?



▲ Line dancing NBA style.



▲ What's happened to his face? It's been squashed horribly.



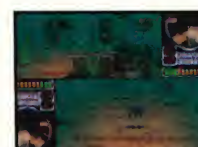
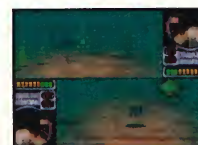
PREVIEW

BY  
SCAVENGERRELEASE:  
TBA

PREVIEW

## AMOK

**You may remember that a few months ago we brought you news of a hot new development house who were creating games for the 32X. From early shots, the quality of the stuff they were producing was absolutely amazing – ray tracing, lens flares – loads of fancy effects that no one would have ever dreamed possible on the humble add-on. Well, a few months later, those games are still deep in development, but Scavenger have even bigger things on the way – namely a couple of Saturn titles.**



If the name Scavenger rings a few bells, that's because they have already been responsible for some of the most innovative titles seen on the Megadrive, namely Sub-terrania and Red Zone. But for the Saturn, Scavenger have really pulled out all the stops – in fact their early versions of Amok are proving to be among some of the most impressive stuff we've seen on the machine to date.

Although Scavenger have a whole string of releases lined up for late this year and next, Amok is probably the first release we'll get to see over here. Set on a stark planet in the aftermath of a huge war, and your aim is to, er, cause more havoc. Yup, this does sound a bit dubious, but that's the way that Scavenger wanted it – a game where you play the traditional enemy.

So, stepping into the shoes of a heartless mercenary, your mission is to wonder the planet's terrain's, discovering peace keepers and generally eradicating them from the mortal realm. The game is largely played out in 3D, and the environments range from Panzer Dragoon style desert levels, to underwater war zones – all of which are literally packed with enemies and amazing graphics. Each level has a specific mission target: blow up all targets, locate a transmitter, take out enemy mines – you know the sort of thing. There's loads of different weapons too, and some effects from them look absolutely spectacular. Fed up with Daytona because there's no two-player link up? Well, fret no more, because Scavenger are working on a simultaneous two player mode for Amok. At the moment, this part of the title is still very, very early in development (in fact it's still mainly at the "ideas" stage), but the programmers are convinced that they can create a two-player mode without making any speed or graphical compromises.

SEGA



# OK



◀ Okay, stop messing and go and give some goody-goody peacekeepers a good kick-in.

▶ Scavenger are working like demons to achieve two-player action — without loss of quality.



▲ Bombs awaaaay! ▲ Blow this for a lark! ▲ I'll 'ave you git-face! ▲ Cockroach alert! ▲ A native crab dance.



## VERTIGO

Not much information has been released on this at the moment, but we have managed to get a couple of screenshots on the game. Basically, Vertigo is a 3D racer set years into the future, where your mission is to blast the living daylights out of everything else on the road. Kind of like Gran Chaser — only a lot better hopefully.

SEGA



▲ Dartford tunnel, tomorrow.



▲ The new Fiat Cleo — probably.



## PREVIEW



SEGA SATURN

BY  
MAXISRELEASE:  
NOVEMBER

PREVIEW

SIM  
2000

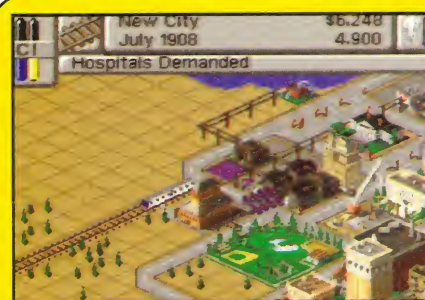
**Forthcoming Saturn titles have been pouring in thick and fast this month, and among the many titles we've seen was something that should have been converted on to a Sega system years and years ago – Sim City 2000. Luckily, this gem of a game should be available in a couple of months, hence this hasty preview.**

Sim City is yet another Saturn-bound title that has its roots firmly embedded in the PC. In fact, it was one of the most successful games ever invented on the format – mainly due to its long, long life and brilliantly in-depth gameplay.

If you've never played a Sim City game before (quite likely seeing as no one's released one on a Sega system) then it goes something like this: You're given a landscape (you can choose from hilly, watery, flat terrains) and expected to build your own city up from practically nothing. Which means you get to decide where the power stations go, how much parkland the people get, how much space gets dedicated to roads – just about everything really.

But that's not all there is to it. What really makes the game such a huge success is the people. Not the people who made it, but the people in the game. You see, whenever you decide to build anything, turf anything up or change the existing scenery, the people who live in the city will always have something to say about it. They might want you to resign from your job if you're really bad at making decisions, or if you're pretty good at designing a city, they might just think you're the best thing since non-toxic creosote. It all depends really.

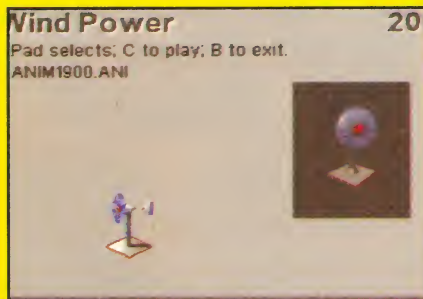
Anyways, for the most part, this version of the game is just about complete, with very little left to be added before it goes through the rigorous testing procedure at Sega Europe. Which hopefully means it will be ready for review by the time next month comes around.



▲ Build hospitals. Quickly!



▲ Erect a Sonic statue!



▲ Obviously the most environmentally-friendly method of generating power. Fairly expensive to install though, because you need so many of them.

SEGA



# CITY



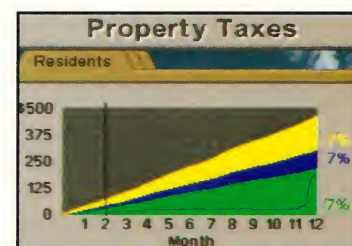
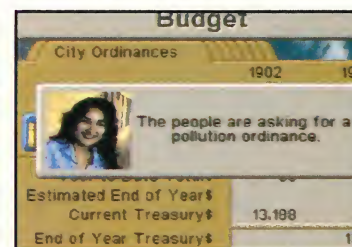
▲ We don't like concrete much. Oh no.



▲ Yep, you even need to decide on the numbers of emergency services to employ.



▲ Trees! Give us more trees before we perish!



▲ Short animation sequences cut into your game from time to time.



▲ Everyone's urban nightmare.

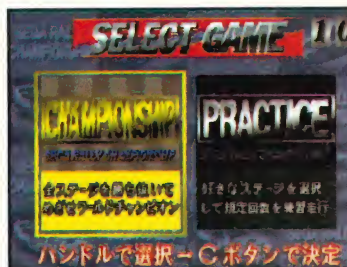


▲ Ooh. Careful you don't fall off now. I tell you, the world's flat, not round.



# KEEP THE MOTOR RUNNING

S H O W C A S E



If you've read the showcase this far and you're still left in any doubt as to what we're talking about here, you obviously haven't experienced the most realistic arcade racing game currently available.

Released in May of this year, when the incredible Daytona USA was wowing arcade audiences the world over with its jaw-dropping graphics and intense racing action, Sega Rally managed to amaze people further still. Although it used the same state-of-the-art Model 2 coin-op technology as AM2's Daytona, AM3's Sega Rally was in essence a different kind of racing game. Whereas Daytona relied on its fantastical race tracks and exaggerated high-speed pile-ups to provide the thrills and spills, Sega Rally delivered a far more real, but equally thrilling, racing environment. Sandy desert roads, muddy forest tracks and winding mountain lanes provided the settings for the four realistic rally courses and, adding to the convincing racing experience, AM3 even included genuine rally cars in the game. Leading car manufacturers Toyota and Fiat agreed to the use of their top off-road machines in Sega Rally, complete with their official sponsored bodyworks. The result was an arcade racer that looked and handled about as convincingly as you could get.

It's amazing enough that this game exists in the arcades, but now, mere months after its coin-op debut, Sega have revealed they plan to wheel out the Saturn conversion of Rally as soon as this December!

## SEGA SATURN RALLY!

Imagine it, a spot-on conversion of the most realistic racing game in existence - in your own living room by this Christmas. Well imagine no more, because every picture you see on these pages is of the Saturn version of Sega Rally. Currently the game is 30% into development and it's taking shape at an incredible rate. Of the four race courses, the intermediate Forest track is already in place with nearly all of its trackside features visible, and work on the beginner Desert track is progressing swiftly. Both of the cars - the Toyota Celica GT-Four and the Lancia Delta Integrale '92 - are in the game, complete with their texture-mapped exteriors. What's more, their driving characteristics have already been programmed in, meaning we were able to take them for a test drive around the tracks!



▲ Crikey, we're off!



▲ Ease the stick into second gear.



**Last month** we released exclusive information on the development of what is quite possibly THE hottest Saturn game of them all – Sega Rally. Of course, such a sensational story deserves more coverage than a mere news piece can provide. So as you'd expect from SEGA MAGAZINE, we've turfed up the hard facts from Sega themselves on this red-hot conversion. Over the next eight pages, we reveal actual screenshots of the Saturn conversion, tell you how it plays from our own first hand experience and reveal the latest development info from the programmers themselves. Buckle up your seatbelts and prepare for the ride of your life. TOM GUISE is your navigator.



▲ And jam on the handbrake.



▲ Twist the wheel sharply.



▲ And push your foot to the floor.



▲ A pleasant drive in the country.



## SO HOW DOES IT PLAY?

Amazingly well, is the answer to that. The appeal of the coin-op came from the brilliant handling of the vehicles. From the four-wheel drive powerslides around the corners to the suspension-jolting hill jumps, the driving sensation was fantastic. Well, the team behind the Saturn conversion - headed by the coin-op's producer, Tetsuya Mizuguchi of AM3 - have managed to bring all those driving characteristics to the Saturn version.

Zooming around the tracks, you can power around the long easy bends, drift around the tighter corners and leap over the natural ramps. Plus, both driving views are in there, so you can enjoy the super fast first-person perspective or admire the realistic way your vehicle tilts and slides from the behind-the-car view.

Sega Rally might still be in the early stages of development, but we can already tell you this - the car handles excellently. As far as playability goes, it doesn't look like there's going to be any worries at all.

## WHAT'S THE NEXT JOB?

Currently, there aren't actually any other cars on the track yet. So that's obviously one of the major tasks the Rally team are going to have to face. Also, the rear view mirror needs to be included. However, Mr Mizuguchi is confident his team can replicate all the features of the coin-op and keep the game running at its current rate of 30 frames a second. That's exactly the same speed as the arcade machine! Before all this though, there's still work to be done on some of the features already in the game. Some of the texturing you can see in the screenshots is only in a temporary state, with improved versions probably already in place by the time you read this. Also, Mr Mizuguchi wants to adjust the size of the cars and make sure that they look perfect from any angle, particularly when seen on the opening demo screens.

One thing you don't need to worry about though, is poor 3D clipping as the polygon scenery is generated in front of the car. This was a problem which was visible in the Saturn version of Daytona and many people put it down to the apparently limited 3D capabilities of the Saturn. However, there is hardly any clipping in Sega Rally, even at this early stage in its development. Credit to the programming skills of Sega Rally team and proof that the Saturn is more than capable of handling complex 3D environments.

# DESERT



▲ It's that authentic coin-op style opening screen.



▲ Exciting numbers flash up in front of your eyes.



▲ And another thrilling desert race begins!



The beginners' course doesn't exactly take place in the desert, although the surrounding prairie lands do give the game a barren wilderness feel. In fact, short of the initial starting stretch of road, most of this race takes place on dusty tracks and muddy lanes. As you'd expect from a beginners' course, there's very little in the way of obstacles or tight bends to provide any real challenge. Possibly the most hair-raising section is a bumpy stretch of mudtrack which sends your car bouncing haphazardly through puddles. There's also an extremely long right curve at the end, which requires some particularly impressive powersliding to correctly overcome. In short, a simple but hectic off-road track. Curiously, the beginners' course isn't the first track to be programmed into the Saturn conversion. Work on it began sometime after the intermediate track had been laid out. However most of the graphics are already in place. All the texturing for the road and the surrounding hills is in there, as are the larger roadside features such as the trees and the town at the start. Also, the puddles respond by splashing up water when you hit them, although the actual splash effect, together with the dust clouds, is still in a temporary state. By the time we look at this course again, all the details should be in place, including the grazing zebras and the observation chopper.



▲ Mind that healthy elm Derek.



▲ Now that's what we in the business call "super-fast texture mapping". Remember that term, it's brand new.







▲ Puddle splashing in effect, home boyee!



▲ Incredible scenery, wouldn't you say?



▲ Drop me anywhere here, mate.



▲ Why, that's just... filthy.





## AND THERE'S MORE!

As with the Saturn conversions of Daytona and Virtua Fighter, Sega Rally is set to include some all-new features unique to the home version. Exactly what these will be though is something of a mystery at the moment.

Certainly, the finished game will allow you to tweak the settings of your car – using different grades of tyre, adjusting the steering sensitivity and even selecting different rear spoilers. On top of this, there's going to be the now standard 'Time Attack' mode and there's even the possibility of an extra stage being included.

Interestingly, there's even the suggestion of creating a more interactive roadside crowd. And of course, a much-sought-after two-player option is in the works. But you can read more about these, as well as finding out how the Sega Rally conversion is currently going, in our behind-the-scenes interview with the programmers, at the end of the showcase.



# FOREST

The intermediate course is where Sega Rally really demonstrates its graphical brilliance. Although the racing surface is mostly tarmac with a small stretch of mudtrack, the surrounding scenery is amazingly varied. From dense forest areas and winding mountainous regions to a tunnel carved out of a cliff-face, the Saturn's texture mapping is put to full use. In fact, this is one of the reasons the Forest track was chosen first for development. As Mr Mizuguchi explains, "The intermediate course involves several patterns of road surface which are difficult to implement. If we were able to cope with that then the rest would not be difficult. "The actual level is now nearly complete, with only basic presentation requiring tightening up. The texture for the trees and the interior of the tunnels, for example, is going to be improved. And even such minute details as a flock of pigeons taking to the sky in the opening seconds of the race will be programmed in. "Whatever was part of the arcade version will be included." states Mr Mizuguchi.



▲ Watch that skidding, son. You'll ruin the turf and it won't grow back until next summer.



▲ Now here's a good demonstration of the two thrilling views. Above we have the 'chase' view and to the right, the exciting nose-to-the-tarmac view.







▲ Why look, you can even see little computer bod heads in the front seats. It's a flinkin' marvel.



▲ Mightily impressive emerging-from-tunnel action coming your way, Rallyist Massive.



▲ Okay, prepare for a quick tour of the course.



▲ It's the first checkpoint. Burrowing equipment on!



▲ It's like the insides of a sperm whale. Maybe.



▲ And here's it's gob. Put your foot down, Geppetto!



▲ Hopefully this in-your-face action piccy shows how Sega Rally on the Saturn suffers from no scenery clipping. You can see right down the blinkin' road, missus.



# CAR WARS

## FIAT LANCIA DELTA INTEGRALE '92

The Lancia Delta is the most successful rally car ever, having won the World Rally Championship consistently from 1987 to 1992. The vehicle used in the game is actually the 1992 version of the vehicle, which incidentally is the last version of the car made, since Deltas are no longer used in rally racing anymore.

### ENGINE

Front-mounted, four cylinder, two litre turbo-charged.

### POWER

295 bhp

### TRANSMISSION

Permanent four-wheel drive.

### GEARS

6-speed

### WHEELS AND TYRES

15" wheels.

### PERFORMANCE

Top-speed approx 130mph. 0-

62mph approx 3.7 sec.

### PRICE

£200,000



## ENTER THE PROGRAMMERS!

Unlike with Virtua Cop and Virtua Fighter 2, the Saturn conversion of Sega Rally isn't being handled by the programming team responsible for the coin-op. Instead, the coding chores are being managed by a Sega in-house division known as the CS Team. However the lead producer of the original coin-op, Mr Mizuguchi of AM3, is overseeing the project. Here we present a selection of his replies to various questions presented by the Japanese press and Sega Europe.

### MR MIZUGUCHI



The head producer at AM3, Tetsuya Mizuguchi was the man behind Megalopolis, the visually stunning ride that used the hydraulic AS-1 machine. Sega Rally is the first home title he's worked on.

### THE CS TEAM

Although you probably haven't heard of them before, the CS Team is one of most experienced developers of racing games in Sega. Under the guidance of AM2 they developed the SVP powered Megadrive version of Virtua Racing before going on to produce VR Deluxe on the Saturn.

Q. How close will Saturn Sega Rally be to the original arcade version?

As I'm sure you realise, there is of course a difference between the Model 2 boards we use in the AM division and the Saturn. However most people who have seen the early displays of Sega Saturn Rally, say it

is very close to the original arcade version. The reason for this is the magic of texture. The Model 2 board has its limitations and it can only show one colour per polygon, the Saturn however can use up to 16 colours from up to 32,000 per polygon. The feeling of the drive is the same as you get in the arcade version even if you use the Saturn control pad, and if you use the arcade racer you will play better.

Q. Could you tell us about the co-operation between AM3 and the CS Team for the Saturn conversion of Rally? Initially, as AM3 finished the development of the arcade version, we were expected to do the Saturn conversion as well. But since the arcade version is a game to be played in the limited time of three to five minutes, it's quite different from the way the same game would be played at home without any time limit. Therefore, it was best we ask the CS Team to do the conversion because they know more about games that are played at home. The CS Team produces the game, while myself from AM3, Mr Sasaki, the director of the arcade version of Sega Rally and Mr Yamamoto, the chief programmer are supervisors to the project. The team does not want the Saturn Sega Rally to be just a complete conversion of

the arcade game. We are planning to convert all the elements of the arcade version onto the Saturn, but also to add unique qualities. We are seriously thinking about what unique Saturn features we can provide to the users. Or else we would have only used the features of the arcade game, in which case the users would be better off playing the arcade game.

Q. Does that mean there will be secret features as we saw in Daytona? We would not be able to make a horse run, but we would like to incorporate fun elements.

Q. Such as?

There are many features which are different, some are secret. I will tell you that first you can make some settings, for some parts of the Celica or Delta. Secondly, I will say there is a big surprise when you make the best score! I will not say what it is, you have to get there for yourself. I cannot say the other main difference, but I will confirm that the music and effects will be remixed into Q Sound for the Saturn.

Q. Wasn't there talk of including more crowd movement, initially for the arcade version?



A racing game is only as good as the vehicles in it, which gives Sega Rally a small advantage, seeing as it sports the two greatest rally cars around. Both cars are known as 'homologation specials' which means that in order to rally race they have to be based on standard road cars. However, rather than taking normal cars and boosting their power, these cars have been specially designed for rally purposes with a limited number of scaled-down road versions built afterwards to make them eligible for racing. So now you know. Anyway here's the full Top Trump stats for both vehicles.



## TOYOTA CELICA GT-FOUR

The Celica is the World Rally Championship winner of 1993 and 1994. It's also the first Japanese car to win the championship. The Toyota team actually helped AM3 during the creation of the Sega Rally coin-op, allowing them to test drive Celicas.

### ENGINE

Front-mounted, four-cylinder, two litre turbo-charged.

### POWER

300 bhp

### TRANSMISSION

Permanent four-wheel drive.

### GEARS

6-speed

### WHEELS AND TYRES

18" wheels. Michelin tyres.

### PERFORMANCE

Top speed approx

130-140mph. 0-60mph

approx 4 sec.

### PRICE

Approx 250,000



## COMING SOON...

We'll continue our investigation into the development of Saturn Sega Rally, bringing you news on the next two tracks, the computer cars and... the two-player option.

Yes. There were many ideas which were not able to be implemented. We are not sure how many of these ideas will be realised in the Saturn version. For example, scenes where the crowd would increase their enthusiasm and uproar as the race proceeded. We would like to have that kind of 'real' effect or something human as part of the game. We would also like to include some kind of accident that would not be a stress to the player of the game.

Q. You mean, as you would experience in a real rally?

Exactly. In a real rally the viewers crowd around the head of the course and spread when the car comes their way. Such scenes would be difficult to realise, but we'd like to incorporate that kind of 'real' feel.



▲ The CS Team did VR Deluxe...

Q. Will it be possible to make this a two player game?

We are studying the option of a two player split-screen, however link-cable is not possible at the moment on this title.

Q. How long did coin-op Rally take to develop?

The whole game took 10 months to develop.

Q. Did you drive a rally car during the making of the game?

Yes, a few times and so did most of the members of AM3. I had the co-driver's seat with two famous rally drivers, Mr Fujimoto of Japan and Dita Auriol. To bring



▲ ...and now, Sega Rally.

out the realistic driving for the arcade version, we had the WRC champion Auriol drive with us, and we ourselves borrowed a replica of the Celica and drove on the course. Our team even went to the Indonesia Rally at the beginning of July to pick up some technical hints, and at present we have two cars with Sega Rally stickers on them, one of which, the driver Fujimoto drives and then supervises us. So we're making it more and more real.

Q. Can you tell us the difference between AM2 and AM3?

AM2 consists of a lot of programmers. AM3 is a lot of professional planners and directors. I like to think we handle games in the same way as Hollywood handles films. In terms of rivalry, no, WE are the pride of Sega R&D and because of this we don't need a logo like a palm tree.

Q. Are you able to tell us of any other projects you and AM3 are working on?

Yes, I will tell you of the next major project we are working on, that I'm sure will be as big a hit as Sega Rally. We will premier a totally new game at Jamma Sept 13th. It is called MANX TT and is a road race motor cycle game based on the world famous Isle of Mann TT race held every year in May. This will be a big boom title in Europe.



# VIRTUA

## YOUR TICKET TO THE LAND OF ALL THINGS VIRTUA! VF 2: THREE MORE CHARACTERS REVEALED!



Virtua Fighter 2's development has advanced massively since last month's Virtua City. After Jacky's debut last issue, we expected to just see more of the young lad strutting his stuff.

Instead we're greeted by the appearance of THREE more characters to the Saturn conversion. Jeffry, Sarah and Akira all join the mix, which, just for the record, leaves only Wolf and Kage without a showing. What's more, the character select screen has now been revealed. And amazingly enough, AM2 claim the game is still only 20% complete. As Mr Okayasu, the chief developer in charge of the Saturn conversion at AM2, explains, "The apparent progress is evident when compared to VF1 (when it was only 20% complete), but we have a lot more to do for VF2, so we feel we are still a bit behind. That's why we report progress as 20% to completion."

Indeed, there IS still a lot to do. The characters you see in the screenshots are actually controllable, although most of the collision detection has still to be programmed in. "All the throwing movements are there. The punches and kicks do not have impact yet, because they are different processes from throwing collision, but those will be completed soon as well," Mr Okayasu assures us.

And there are other, more miniscule, details still to be included. "Akira and Lau are the only ones with finger movements so far," points out Mr Okayasu. "Polygons for the other characters are not complete so we have not developed other characters. We put much effort in such parts, but it doesn't really show when you are actually playing the game. We were criticised for the characters not having finger movements in VF1, so we are trying to improve things this time." Nonetheless, AM2 still intend on having the game completed by Christmas. And to help things along the Daytona USA division of AM2 have been drafted in. It looks like they going to be needed too, as things are set to get to a lot tougher, especially with regard to keeping up the speed of the game. "If we didn't have to consider the speed we could do the conversion very quickly," Mr Okayasu confessed. "But with so much data, we can only move slowly. With VF1 we could use the arcade data for each technique with just a few changes, but with 2 there's just too much data. But we have done well. How though is a secret!"



### JACKY

"We used a lot of polygons for the hair, so we suffered making the body portion," admit AM2. "Whether or not the hair will have movement is dependent on the software program. We have also worked on the soles of the shoes."



### SARAH



Short of her ponytail being missing, Sarah looks virtually identical to her arcade counterpart. "We used a number of polygons for the breast portion," say AM2, "and we have not been able to reduce the number of polygons even if we wanted to because her proportion would change dramatically."

### JEFFRY



Currently old Jeffers is still in an early stage. "This version doesn't show his middle-age beer belly. The skin colour is not toned yet and the face is nothing like Jeffry yet." So say AM2.





# ACTY

**VIRTUA CITY**


- **VIRTUA FIGHTER 2 LATEST CHARACTERS UNVEILED**
- **THE PROGRAMMERS OF VIRTUA COPS 1 AND 2 TALK**
- **THE DAYTONA TIME ATTACK CONTINUES**

## VIRTUA COP 1 AND 2: DOUBLE DEVELOPMENT!

As the development of Saturn Virtua Cop and the new Virtua Cop 2 coin-op continues in parallel, we reveal the thoughts of the games' chief designers as revealed in a recent interview with the top-selling Japanese Sega Saturn Magazine.

Mr Hiroshi is the design chief of Virtua Cop 2 and Mr Isono is the man in charge of the Saturn conversion of Virtua Cop.

Q: Mr Hiroyoshi, you also designed the arcade version of Virtua Cop. How do you think VC2 compares to VC1?

Mr Hiroyoshi: We plan to put out the arcade version in September, but we have only completed two stages out of the three. This version is more glamorous. The Beginner level will be a car chase, Intermediate will be set on a ship and Advanced will be set in the underground. The touch is similar to that of a Hollywood action movie. We will also include characters that were only presented in the opening demo of VC1, also changing characters depending on stage. The size of the playing field is also ten times larger than VC1.

Q: How is the Saturn version progressing?

Mr Isono: We are in the process of finishing up stage 3. It is a difficult task because the second and third screens have many movements and explosions.

Mr Hiroyoshi: But it is impressive that this has been converted from the Model 2 version, which is the most high quality hardware.

Mr Isono: We are envious of Model 2. One effect is so much easier to implement on Model 2.

Q: How does it feel to be working on VC2 and the Saturn version of VC side by side?

Mr Isono: I do get motivated. I was thinking of asking for data from the VC2 team to use in the Saturn unique features. We are hoping to implement two or three of the ideas we have.

Mr Hiroyoshi: We look to the Saturn team for efficient use of texture. Texture will become increasingly important.

Q: What is the schedule for the Saturn project?

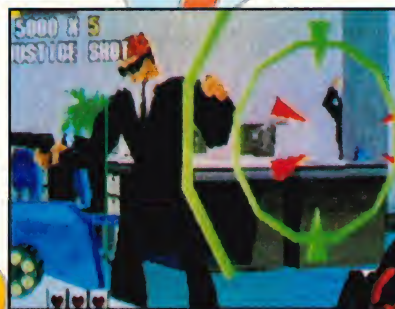
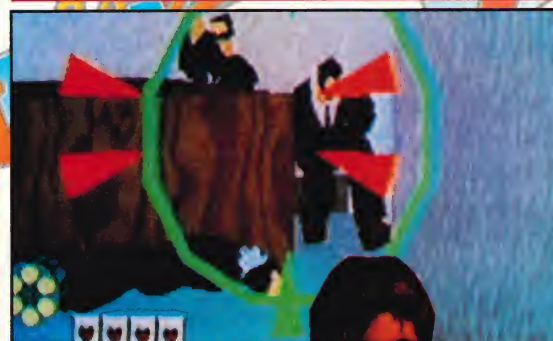
Mr Isono: To stop stage 3 by the end of July and start developing stage 2.

Also to work on Saturn unique features while polishing up stages 2 and 3. We are also making a model for making CG advertisement.

Q: What about VC2?

Mr Hiroyoshi: We hope to show you a completed VC2 at the JAMMA Show in September.

### VIRTUA COP 1



### VIRTUA COP 2



The original Virtua Cop featured only two cops, Rayge and Smarty. In VC2 they have an all-new partner – Janet Marshall. She's an expert criminal psychologist and her favourite food is white coffee. Indeed. Exactly what role she plays in the game though is a mystery.





# DAYTONA USA: CHECKPOINT 1

OUR TIME ATTACK COMPETITION TAKES  
OFF AS YOUR FIRST ENTRIES ARRIVE!

**Yep, the race is on!**

Since we launched our incredible Daytona Time Attack competition last month, your entries have flooded into our office. And so, to mark this, the first month of our challenge, here are your best times in our Daytona Hall of Fame. If your times are less than the best of these, don't waste our time with your entry.

Don't Miss The Noulette!

**Short Oval 777**

The Million Hot Chance!

**DINOSAUR  
CANYON**  
LONG LONG ROAD...

**SEA SIDE  
STREET  
GALAXY**

Win an exclusive Saturn Jacket, the Arcade Racer steering wheel and a Virtua joystick!

Win an exclusive Saturn jacket and the Arcade Racer plus 10 Saturn games!

WIN A Saturn jacket, the Arcade Racer and A YEAR'S SUPPLY OF SEGA'S SATURN TITLES!

15" 51 Sam Underhill of Cheltenham  
15" 60 Ben Parfitt of Godmanchester  
15" 67 Alex Pearce of Bushey  
15" 77 Neil Cottee of Woodville  
15" 78 Chet Kelly of Rathdrum

41"16 Peter 'BAZ' Bailey of Willenhall  
41"42 Matthew Lorentz of Rawdon  
41"45 Ben Parfitt of Godmanchester  
41"75 Unknown  
41"99 Unknown (okay we lost 'em both!)

1'29"69 Colin Walker of Thame  
1'30"79 Mark Greenbury of Manchester  
1'30"80 Ben Parfitt of Godmanchester  
1'30"97 Matthew Lorentz of Rawdon  
1'31"42 Michael Pickett of Sprowston

So, how do you shape up? Think you can beat these puny times? Well you've got until the end of November to prove it. If you think you're up for the task here's the rules.

## RULES

1. You must be racing in Time Lap Mode – in the usual game, you can slipstream behind other cars to get extra speed. In our eyes, this is an unfair advantage.
  2. You must be using the official UK release of Daytona USA on a UK Saturn. In converting to PAL, AM2 changed the time base of the game slightly, so sorry import owners – you can't enter this competition.
  3. We're after your best individual lap time on any of the three courses. Or all three courses if you reckon you're up to it.
  4. You need to be racing on **NORMAL** level, not ENDURANCE or GRAND PRIX.
  5. Should you end up with the overall best lap time, we'll want video footage in the form of the replay mode. You don't have to send it with your best time, but hang onto it. We'll contact you for it if you win.
- Oh, and please send your times **ON THE BACK OF A POSTCARD!** Not in an envelope. We can't bother opening them and we won't either, so there.



## TIME ATTACK HINT!

A lot of you out there in Readerland have asked whether it matters if you race in Arcade or Saturn mode. The answer is NO, IT DOESN'T. We do, however, reckon you stand the best chance of getting a good time using the orange car which is only available in Saturn Mode. Just telling you, that's all.



You can, of course, enter all three track competitions if you want and you can also enter as many times as you like. Send your times together with your name, address and phone number to **DAYTONA TIME ATTACK CHALLENGE, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

Because of the response we've had, the competition has been extended to our January issue. All entries however, must be with us by the end of November. Now get racing, you heads!





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SEGA VIRTUA STICK FOR SATURN ARCADE STYLE E



S H O W C A S E

# FANTASY ISLAND

**For the** hippie team of developers Cyan, it was two years work. **Myst** has appeared on various computer CD-ROM formats, but it's the Saturn that brings this high-brow, deep thought adventure game to the world of consoles. **ANGUS SWAN** is your guest tour guide through this weird and wonderful land.

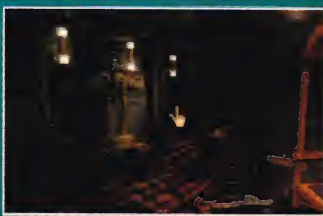
Books are our oldest medium, CD-ROMs our newest. It's an extraordinary endeavour which seeks to bring them both together, but **Myst** is an extraordinary endeavour. The fact that the Saturn game is substantially the same as the Mac and PC CD-ROM versions may blunt the arrival of the game for computer users, but **Myst** will be a new experience for legions of console owners, starved of games of this type.

## MAGICAL MYSTERY TOUR

One of the kindest things said about **Myst** is that it's not the kind of game you play — it's the kind you live, and it is bizarre that a slow-moving puzzle game with limited interaction can grasp players and lead to day and night long sessions, picking away at its tangled plots, attempting to find links between the intriguing and the inexplicable. **Myst**'s routes must be in the visual adventures of Lucasfilm, but its front-end is so utterly simplistic, and in a way chic, that there's no place for menus and icons. A simple hand pointer is all the control you need.

The real play goes on in the mind, as you roam around the sequence of islands attempting to explain why the buildings and structures came about, whilst soaking up some fabulous graphics. **Myst** is, in essence, a series of rendered stills, which melt into one another. The graphic work of ripples, mists, lens flares and shadows is so intricate that it's no wonder the game took the time it did.

Not just graphically arresting, **Myst** is truly multimedia through its use of sound, not just as an element of atmosphere, but as an essential part of the game. Some samples are used as clues, other puzzles require a keen ear to decipher. In the same way, video sequences, often cleverly cut into the scenic stills, are used to create special effects.



◀ For a game with no visible enemy, no action and no immediate danger, **Myst** is as often menacing as peaceful. Despite its beauty, there is something sinister about these worlds, and what starts out as a gameplay haven, slowly turns into a web...



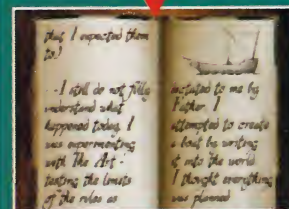
## AVERT THINE EYES...

**WARNING:** Some of the information in these boxes reveals elements of *Myst* you would discover within the game. Although no puzzle solutions are given, you may want to skip these parts.

You have been drawn into the world of a book. It sprang to life, leaving you dazed, and when you returned to your senses, you were on a dock, by a half-submerged ship. You have only one human contact on this island, a man who you have never met. You sense Atrus is the key to the mystery of the island, but as yet you don't fully comprehend what mystery this is.

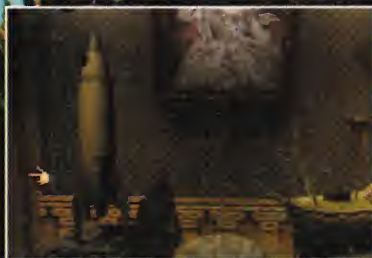
Initially, your task was to return home, and you searched the island with that intention. But the more you explored, the more the island's curious structures lead you to other thoughts.

There is one place you return to again and again. It seems to be a library, as books of various sorts dominate its impressive circular lobby. But it has other purposes too — a strange fireplace, a foreboding tower linked to a complex rotating mechanism, leading to strange inscriptions which you suspect have some deeper meaning.



But it's the books that you find most precious. They reveal the thoughts of this man Atrus, the love he has for his wife, Catherine and his beloved sons, Sirrus and Achenar. They tell too of other islands, which seem both distinct and reminiscent of *Myst* at the same time. There are stories and diagrams, all fascinating.

You would like to know more, but some catastrophe has rendered most of the books charred and illegible. It seems to have been deliberate, and as you probe deeper, the culprit appears to be close to Atrus and his family. Perhaps the two strangest books in the library hold the key. Both a blue and a red book are mounted apart, and inside each, a man attempts to make contact through static. Both seem to desire pages for their books, and as they offer the only hope of solving the conundrum, you feel compelled to obey. How far are the precious pages spread?





## BEYOND MYST

The first inklings of other islands beyond Myst come from the books, and books also form the key to reaching them. These lands have been shaped by something called The Art, which explains the strangeness of their form. Entry to them is protected by restricting access through certain gateways, and intellect is the key.

### MECHANICAL AGE

The story of this land begins with three men who meet and three hills. They face a threat from beyond the sea, and build a fortress to repel the invaders. The influence of Atrus' two sons, who dwell there for some time is noticeable, and gives clues to the difference in their nature. One lives surrounded by art and curios, the other has a darker nature, collecting weapons and owning even more sinister contraptions. The spirit of the age is mechanical, with a complex mechanism controlling access to the three islands, for which only a holographic simulator offers any explanation. This is not a happy place.



▲ The National Trust knew it was mistake to sell Stonehenge to the Yanks...



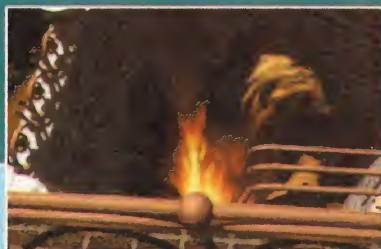
1. The small, round building up from the dock is unlocked and inviting.



2. Inside you see a well crafted wood and swivelling leather chair. Above it overhangs a strange digital contraption.

### SELENITIC AGE

From what you gather in the journals, this was once a paradise, which Atrus enjoyed. Hard to believe that now, from the windswept volcanic mound that greets you. Except for two things. The island has a small grove which gives some insight to its former beauty. And across the rest of the land mass, attention has been taken to another aspect of beauty — sound. The many natural timbres of Selenitic age are harnessed by microphones. But to what end? Perhaps the answer lies in the cave network purported to lie underground.

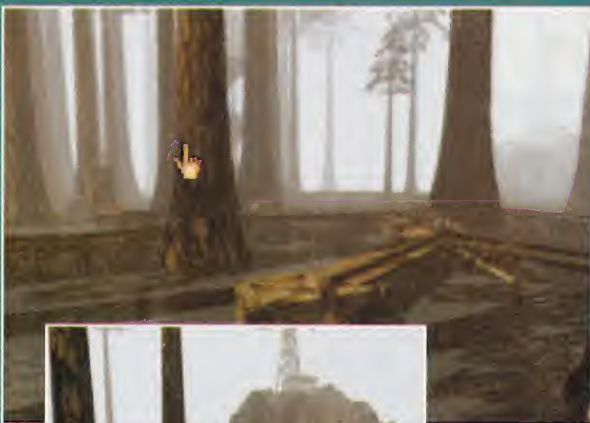


▼ Like a bridge over troubled waters... la, la, la, la, la.



### CHANNEL-WOOD

Atrus named this island himself, as it best conveyed to him the mixture of water and foliage that forms it. It's a peaceful place, free of the menace of the Mechanical Age or the sterility of the Selenitic Age, which is as well, as you should be prepared to spend some time solving its puzzles. Again, the quirky industry of the family has been at work creating a hydraulic network to power the lifts and bridges that offer access to the living quarters high in the trees.



▲ Give me a hand seeing the wood for the trees would you?



## LOOK UP

This sequence gives some clue as to how disparate symbols and mechanisms come together on Myst. The planetarium strand is one you should encounter early on...



3. It occurs to you that the function of the place may be revealed with the lights off. You turn the switch and clusters of lights, almost like the heavens on a clear night are revealed.



4. The overhanging apparatus seems designed to accept any date and time. Once the parameters are set it whirrs into action, scanning the ceiling.



5. Away in the library, certain books refer to astronomical aspects of an island. Atrus has tried to chart the night sky by arranging the stars into constellations.



6. Nearby, an impressive boulevard of pillars bear symbols that remind you of those scribbled elsewhere. Atrus obviously has a hand in architecture. Does all this constitute an answer. Is it even a question? Or are some other elements missing?



Impressed? Certainly looks the part, doesn't it? But what about that all-essential gameplay element? Is it there or what? Well, you can find out the answer to these questions and more in our special-edition SEGA MAG style review on page 66.



# PANZER DRAGON

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C  
W  
O  
H  
S

**There's no doubting** that Panzer Dragoon is one of the most stunning and playable games available for the Saturn. And, anyone who's already bought the machine will probably have already played at least one level of the game (Sega sent out free demos to all new owners who filled in registration cards). But did you know there's a secret level in the game - plus invincibility cheats, level selects and bizarre codes that allow you to play as a dragon? You didn't? Well, luckily, we've done all the hard work for you...

## EPISODE SELECT

To access the Episode Select, go to the title screen and press Start to make "Normal Game" and "Options" appear. This is where you do the button presses for most of the cheats. Now press Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z. You'll hear the sound of the dragon being hit and "Episode Select" will appear on-screen with a list of all the available levels. Simply move the pointer to the one on which you want to play by pressing Up or Down and press Start.



## EPISODE ZERO

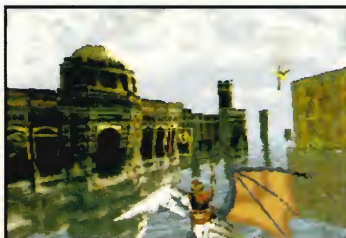
To get the secret level, "Episode 0", go to the second title screen and press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L button, R button. You'll hear the dragon being hit and when you start the game as usual you'll be on the secret level where you start off flying over water and it is quite cool, actually.



## INVINCIBILITY

To make yourself invincible, go to the second title screen and press L button, L button, R but-

ton, R button, Up, Down, Left, Right. You'll hear the dragon noise and "Invincible Mode" appears on-screen. Just start the game as usual and you cannot be damaged. There's just one problem, however - you can't get the good ending, even on the Hard setting.



## WIZARD MODE

The "Wizard Mode" speeds the game up to make it slightly harder and you can access it by going to the second title screen and pressing L button, R button, L button, R button, Up, Down, Up, Down, Left, Right. You'll hear the dragon noise and "Wizard Mode" will appear

on-screen to let you know it's worked. Simply start the game as usual to get it going.



## PLAY AS JUST DRAGON

If you're a bit mad you might want to try this cheat to let you play as just the dragon. The reason I say "if you're a bit mad" is that the dragon is unarmed. Still want to try it? Okay. Go to the second title screen and press Left, Left, Right, Right, Up, Down, Up, Down, L button, R button. You'll hear the dragon noise and when you start you'll be just the dragon.







## BARREL ROLL

Just in case you didn't know, you can perform a barrel roll, where your dragon rolls over sideways, by pressing any diagonal (up/left, down/right, etc.) twice quickly when your energy bar is red and flashing. It not only lets you avoid tricky shots but also disorientsates you brilliantly.



## PLAY AS JUST RIDER

This cheat lets you play as just the rider with no dragon, making the game look more like Space Harrier. Firstly, you have to go to your Saturn start-up screen and change the language to Deutsch (or German). Now start the game and go to the second title screen, where you should press Up, X, Right, X, Down, X, Left, X, Up, Y, Z. You'll hear the dragon noise and when you start the game you'll be flying on your own.



## ROLLING MODE

If you don't want to lose lots of energy just to perform a barrel roll, this cheat lets you use one at any time. Go to the second title screen and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left, Up. "Rolling Mode" will appear on-screen as you hear the sound of your dragon being hit and when you start the game as usual you'll find that you can barrel roll out of danger by double-tapping any of the diagonal directions on the joypad.



## SUICIDE MODE

Now this is a strange one. You can kill yourself off if you really want to by pressing A, B, C, L button and R button all at once. Your energy will fall away and you'll get the Game Over message.



## NEW START

You know the cool Sega logo man at the start? Well, to change him into someone wearing red go to the second title screen and press Up, X, Right, Y, Down, Z, Left, Y, Up, X. You will hear a noise to tell you that it has worked and now when you die and restart the red person will appear.



## EXTRA WEAPONS

You can get four differently coloured weapons by entering the "New Start" code before simply holding these buttons on the "Episode" screen. Hold them until the word "Episode"

and the number have disappeared.



▲ Multi-coloured rapid fire - Y and Start



▲ Green laser - Z and Start



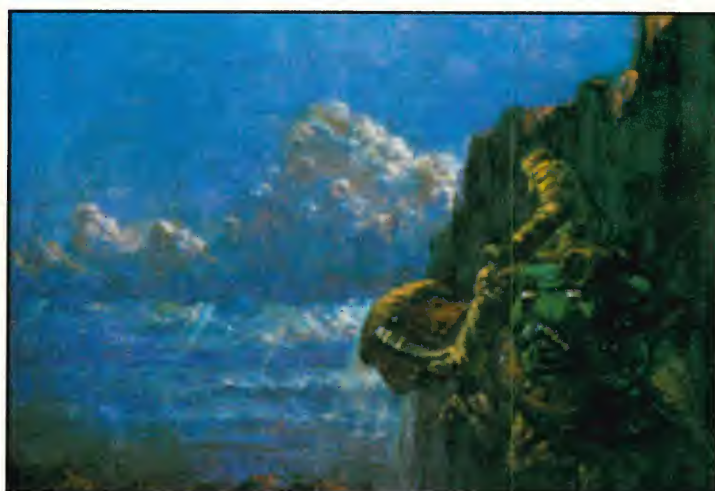
▲ Pink lock-on gun - B and Start



▲ Cyan lock-on gun - C and Start

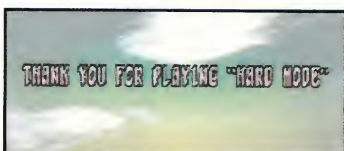
## VIEW END SEQUENCE

Don't try this cheat unless you want to take out the main appeal of completing the game as it'll show you the end sequence and finishing artwork. Go to the second title screen and press Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, Left. The screen will go black and the ending will start up.

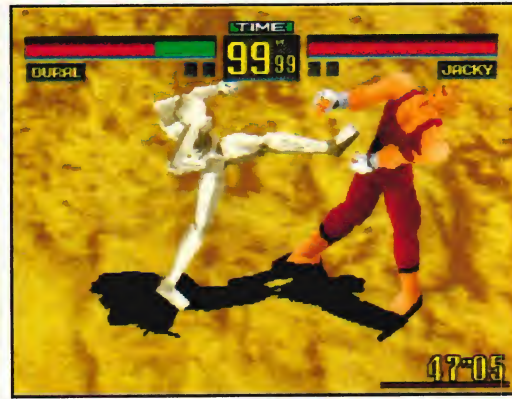


## VIEW HARD ENDING

This cheat lets you see the extra bit of ending from the Hard setting with lots of interesting clouds to look at. Go to the second title screen and press Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left, Right. The screen goes black and the extra ending starts up.







# Virtua Fighter Remix

## INFO



SEGA SATURN

BY:  
SEGA

PRICE:  
£TBA

RELEASE:  
OCTOBER

STYLE:  
BEAT 'EM UP

PLAYERS:  
1-2

CONTINUES:  
UNLIMITED

If you've been reading SEGA MAGAZINE over the last couple of months you're no doubt aware of Virtua Fighter Remix. And if you've been into a Sega arcade of late, you may well have seen the game in action. You see, Virtua Fighter Remix is the first game to be made for Sega's Titan arcade board, a board based around the Saturn architecture. What's more it's also the game that's currently packaged with the Saturn in Japan. Why are we telling you all this? Well, because such has been the praise heaped on the game since it first surfaced, that Sega Europe have decided to release it over here. So, what exactly is this Virtua Fighter Remix then? Well, to put it bluntly it's Virtua Fighter with fancier graphics. These fancier graphics, however, are considerably more fancy. Gone are the wooden puppet-style polygonised characters, now replaced by smoother looking, textured-mapped Virtua folk. In fact, the quality of the texturing in Virtua Fighter Remix is not far short of the level currently being achieved in the Saturn development of VF2. Not such a surprise when you consider that Remix was created as a preliminary project to see whether the Saturn could handle a conversion of VF2, which from the look of VF Remix it clearly can with ease. What's more, as a by-product of this little exercise, some of the characters in VF Remix actually sport their VF2 attire - Pal and Lau both have their embroidered outfits for instance- whereas other fighters such as Jeffry have remained their slim jim VF1 selves. The similarity of these characters to their Virtua Fighter 2 counterparts is however, purely cosmetic. The actual gameplay is EXACTLY the same as that of the Virtua Fighter that comes packaged with the Saturn. So why release it? Well, it's all a matter of taste. You see, some people are of the opinion that the original Virtua Fighter looks a tad dated when compared to the likes of Tekken on the Playstation. With the textured visuals of Remix though, you not only get superior gameplay (an opinion which we adamantly stand by after nearly a year of furious VF bouts), but also superior visuals. Of course, whether you want to fork out the extra money for a game which you basically already own really depends on how much you want these remixed graphics. In fact, a minority of people (myself included) actually prefer the look of the original Virtua Fighter, considering the stark polygon look to be more stylish as well as more accurate to the arcade original. So there you have it - texture-mapped or original flavour, the choice is yours.

TOM GUISE

SEGA







▲ All-new texture mapping...



▲ on the original gameplay!



▲ Jeffry's under there somewhere.



## RATINGS

90

### Presentation:

Excellent presented, although the cartoon caricatures on the player select screen may not appeal to everyone's taste.

94

### Graphics:

The textured graphics are simply superb. A lack of shadowing though, gives them a slightly flatter look than the fighters in original VF.

93

### Sound:

Exactly the same as original VF which means they're excellent, although maybe the tunes should have been remixed as well.

95

### Challenge:

A range of difficulty settings provide enough challenge to hone your mastery.

97

### Playability:

Brilliant. With its massive range of moves and combo potential, it's simply the best fighting gameplay on any console at the moment. FACT!

97

### Lastability:

It's nearly a year since we first played VF and we still play it like mad. The most enduring game we've ever known.

97

### Overall:

You already know Virtua Fighter is the best console game around. And if you have a Saturn you've already got it too. Remix is really only for VF junkies



▲ Kage launches an airborne attack.



## COMMENT SAM HICKMAN

As far as I'm concerned the original Virtua Fighter is a superb piece of software, and the fact that you get it with the Saturn is near enough reason to buy the machine. However, exactly why Sega have released this Remix version is a bit beyond me. Okay, it does look more impressive, but it's basically the same game. Some VF fans might desperately want to get their hands on this game, but think about it – do you really want to fork out another forty odd quid for a game you already own? If the answer is yes, then go ahead.



# SHINOBI



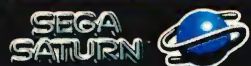
▲ Joe wilts in the fallout of ninja's vindaloo and ten pints of lager.



▲ Okay wise-guy, where d'ya hide the body?

## INFO

### SHINOBI-X



BY:

SEGA

PRICE:

£49.99

RELEASE:

OCTOBER

STYLE:

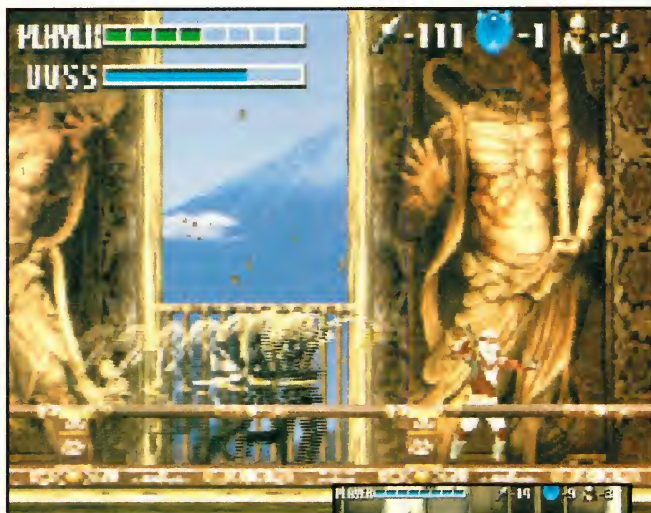
PLATFORM

PLAYERS:

1

CONTINUES:

3



▲ Joe queasily decides to go easy on the Hooch in future — seeing at least seven of a rock hard boss doesn't make him easy to kill.



## COMMENT SAM HICKMAN

Potentially, Shinobi-X could have been an incredible Saturn title. The chance to take the winning gameplay of the Megadrive series and add all the sprite-handling power and graphical brilliance of the Saturn seems like an infallible combination. Instead though, the programmers decided to use the Saturn's power to handle the photo-realistic look of the game. Yes the result is odd, but I kind of like it. It has the atmosphere of those old martial arts TV series' like Monkey, as you race across the varied levels battling hordes of ninjas and suchlike. If I do have one complaint about the game, it's that it doesn't really live up to my expectations of a Saturn game. The gameplay much the same as that of the Megadrive Shinobi. Still, it is enjoyable and I think if you enjoyed the Megadrive series, you like this too.

**S**hinobi. Now there's a name that's synonymous with the cream of Megadrive platformers. Combining kung-fu and shoot 'em up action with brilliant graphics and funky soundtracks, both *Revenge of Shinobi* and *Shinobi 3* were excellent games steeped in oriental mystery and packed with 70's martial arts schlock. Well, now *Shinobi* has returned, only this time the ninja flavour has been spiced up with a bit of Saturn garnish.

Yep, gone are the Megadrive-style sprites and backdrops, now replaced by dazzling photo-realistic graphics. The sprites have either been digitised using actors (in the case of *Shinobi* and the other ninjas) or computer-generated (for the more unbelievable enemies such as the giant dinosaurs). Add to this the awesome rendered backdrops, not to mention some stunning special effects (huge explosions, giant gushes of flames and such like) and the look of *Shinobi-X* is technologically far superior to that of the previous *Shinobi* outings.

Unfortunately, it's this extra 'gloss' that actually spoils *Shinobi-X*. The photo-real graphics make the game look surprisingly sterile in comparison to the dynamic comic book look of the Megadrive games. The garishly coloured visuals of the old 16-bit *Shinobi* titles, coupled with the excellently funky Yuzo Koshiro soundtracks, gave the games a superbly tacky 70's ninja movie appeal. With *Shinobi-X* the atmosphere is far more elegant. It has more of a classical oriental feel and this was particularly emphasised in the Japanese version of the game which had a soundtrack that consisted almost entirely of Japanese elevator music.

Fortunately, Sega Europe have commissioned a musician by the name of Richard Jacks to compose all-new tunes for the UK version of the game, resulting in a sound that is closer to the Yuzo Koshiro tunes of the Megadrive games. Nonetheless though, the game still lacks the electrifying feel you'd normally associate with a *Shinobi* title.

A shame really, because gameplay-wise *Shinobi-X* compares favourably with its predecessors. All the running, somersaulting, shuriken-throwing, sword-slashing, ninja-magic spewing elements are in there. In fact, *Shinobi-X* gives you a wider range of attacks than ever before, allowing you to switch between sword and shuriken attacks at will. The levels too, are familiar *Shinobi* stuff with genetic laboratories, forests, pagoda fortresses and mountain passes making an appearance. All packed with evil ninjas, birdmen, soldiers and giant samurai of course.

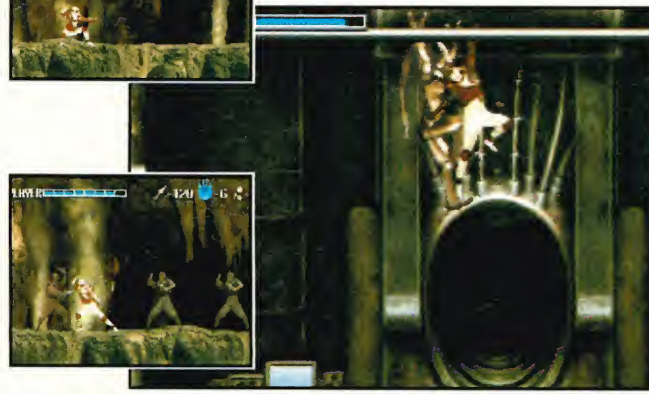
*Shinobi-X* is a certainly a good platformer. One of the best we've seen on the Saturn so far in fact. Unfortunately, it has a strong heritage to live up to and the plain truth is that the Megadrive games were more enjoyable. If Sega had concentrated the power of the Saturn on creating a more exciting looking game in the spirit of the old *Shinobi* games, instead of a technologically impressive title, they might have had a winner. As it is, this game just lacks soul.

TOM GUISE





# SHINOBI-X



▲ Mine cart level



▲ He's not very well.



▲ An enormous boss.



▲ And another one.



## RATINGS

**84 Presentation:**  
A humorous Martial Arts movie intro and a overall feeling of quality throughout

**82 Graphics:**  
The photo-realistic graphics look odd, but have a funny kind of appeal. The animation is a bit stiff though.

**85 Sound:**  
Pleasant, if not entirely thrilling oriental-style tunes. The sound effects are suitably chop-socky though.

**83 Challenge:**  
Shinobi provides a fair challenge. Practised platform gamers should find it too hard though.

**84 Playability:**  
Much the same as the old Megadrive Shinobi games. In other words quite good, but not exactly innovative.

**80 Lastability:**  
You'll play it to the end, but whether you come back to it is another thing.

**82 Overall:**  
A decent action game with a quirky, but appealing graphical style. It's not a golden-age Shinobi game though.



# DIGITAL PINBALL



**INFO**

**DIGITAL PINBALL**

SEGA SATURN

BY:  
**SEGA**

PRICE:  
**£TBA**

RELEASE:  
**SEPTEMBER**

STYLE:  
**PINBALL**

PLAYERS:  
**1-2**

CONTINUES:  
**3 BALLS**



▲ Bonuses are provided in the form of LED displays, just like on real pinball tables.

**P**inball games on other systems in recent years seem to have depended for their success in part on the number of bonus tables/games accessed through the main table. And indeed there's something to be said for such variety. With Digital Pinball there are no such fancy frills — no bonus rooms or cutesy platformy bits. But don't be disappointed because this is pinball for purists — straight pinball all the way down the line and, it works surprisingly well because of this.

Okay, the four tables are themed, but then so are real pinball tables. However, all the action sits firmly on the main tables and believe me, that's all you're going to need.

Choose from Dragon Showdown, Warlock, Knights of the Roses or Gladiators. All of which look completely different, play completely differently and all have their own atmosphere, table design, game aims, sounds and bonus systems. If you're the rather perverse type who goes for small flippers in a big way, for example, try out Knights of the Roses or if an extra flipper takes your fancy, go for Dragon Showdown.

Whichever you choose you're going to be inundated with a non-stop onslaught of manic balling action, all tangled up with the usual pinball fare — flippers, bumpers, ramps, targets, lanes, pits, flashing lights and the like, as well as extra ball, multi-ball and even ultra-multi-ball (around five balls bombarding you at once). Throughout the game the carrot of different high-scoring bonus aims are dangled before you with different tasks and results for each. The action never lets up for even a second, and as such, it's provides a highly entertaining pinball experience.

LUCY HICKMAN



SEGA





▲ All that for shooting the ramp. Wow.



There are loads of bonus aims which involve such tasks as hitting the required ramps, lanes or bumpers to amass millions of points, going for combo targets for ever increasing score-lines or aiming your ball at a certain target or pit a certain number of times for that ever-elusive multi-ball. When you kick off it's cool too — you get the choice of enhancing your game with options like 2 X Playfield, Extraball on or lighting up a bonus straight off.



## RATINGS

80

### Presentation:

A sound FMV intro and a detailed instruction manual for each table which is accessible at any time. The in-game aims are made perfectly clear.

78

### Graphics:

The authentically designed tables look quite impressive, but there's not much in the way of flashy special effects to merit this being a Saturn game.

86

### Sound:

Very atmospheric. Rousing rock tunes fit the action perfectly and the in-game digitised speech adds to the fun.

82

### Playability:

The four tables provide satisfying enough pinball gaming. But more in the way of sub-games could have lifted the action.

84

### Challenge:

Some tables are harder to master than others, but with different super-bonuses to go for on every table, each provides a fair challenge.

76

### Lastability:

If you like your pinball games realistic, this should keep you satisfied for a while. Even so, there's not a lot to keep you hooked.

79

### Overall:

An entertaining and starkly realistic pinball sim. But, as a Saturn pinballer, Digital Pinball just doesn't make the grade.

## COMMENT

## TOM GUISE

I have to admit that I wasn't half as impressed with this as my esteemed reviewing colleague. While I can see that the game's sheer realism may appeal to some, I've always been of the belief that the videogaming medium should be used to expand more upon the basic pinball simulation. Games like Dragon's Fury on the Megadrive did this, adding extra sub-sections and bonus levels that could never be replicated on a real table. This game lacks that approach and gives you a basic "vanilla" simulation. This is all well and good because the game is so good to play and effectively captures the pinball movements — the sound adds to the title, fully convincing you that you're really playing on a real table. But the fact is that this is a full-price Saturn release and you could save yourself a lot of money just by repeating pumping 20 pences into a real pinball machine (or indeed multiple machines) until you are sick of it. Yes, this is an enjoyable game, but I certainly wouldn't lay out that much money for it — and fun though it is, it's not really as good as some of the better 16-bit pinball simulations. Overall, this is an interesting diversion, but not really worth buying.





# VIRTUAL HYDLIDE

## INFO



BY:  
SEGA

PRICE:  
£TBA

RELEASE:  
OCTOBER

STYLE:  
PPG

PLAYERS:  
1

CONTINUES:  
GAME SAVE

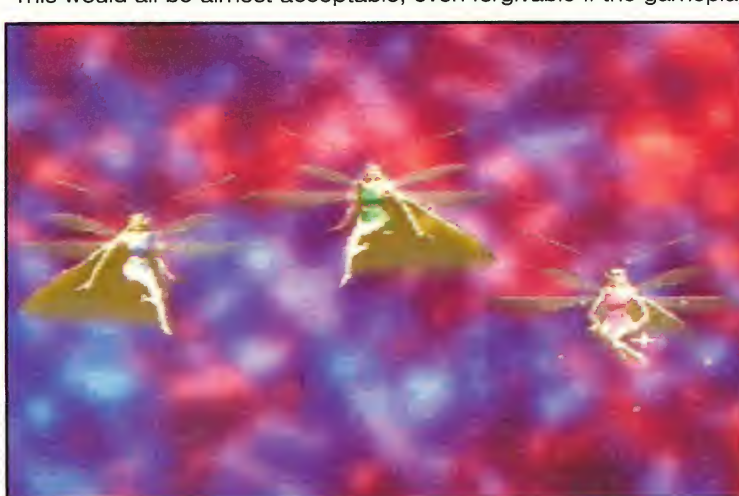
**S**o you bought Daytona and Panzer Dragoon the day they came out. And mighty fine they were too. But what are you going to do now that you've finished them? Well, of course, you're going to play them again. And again. And again. but wouldn't you like something that will take a little longer to finish? Something that you can really get your teeth into? Of course you would. And now, thanks to Virtual Hydlide, you can.

Virtual Hydlide is the Saturn's first outing into the world of the RPG, and it's a million miles away from anything you'll have ever seen on the Megadrive. Yup, it's goodbye to all those teeny sprites wandering around gloomy caves, engaging in boring battles with trolls and trogs, and a big hello to a fully 3D environment with a behind-the-player perspective.

However, by far the most impressive feature of Virtual Hydlide is the way that, if you so desire, you can get a different game every time. Okay, so the basic ingredients will remain the same, but the actual environments and the game maps are random. You can wander about at will, and a pointer on the screen indicates any special places of importance. Of which there are many.

Still, for all its impressive off-the-cuff gameplay and 3D-ness, there are some serious faults to be found. The screen update is absolutely appalling - it jerks around like a decapitated chicken and only smooths out once you're really close to something. Plus, the main sprite is the most unlikely hero ever witnessed on a games machine - he lumbers around at a really plodding pace, looks like he has a bundle of rocks in his pants, and it seems as if he has one leg shorter than the other. Not the best choice for a next generation character.

This would all be almost acceptable, even forgivable if the gameplay was brilliantly in-depth and enthralling.



▲ If you see things like this, you'd best keep it to yourself.



But unfortunately, Hydlide fails on this front too. After initially picking up the game, it seems to take an age before anything actually happens. Sure, you get to slay a few slime boglins and murder some vicious trees - sometimes you'll even stumble across items too - but it's all very tedious stuff. Things do brighten up a bit once you get out of the misty wilderness and into houses and graveyards, but the whole adventure just seems disjointed - it's as if different people have put different sections of the game together and no-one's bothered to string it all together plot-wise. So, a disappointing UK debut for next generation RPGs. Lets just hope that the forthcoming Riglord Saga will put the record straight.

SAM HICKMAN



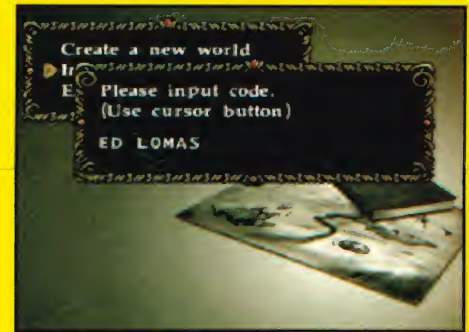




▲ The map makes things pretty easy, telling you where you are and where to go next. It sort of makes up for the lack of plot.



▲ For those of you who like plenty of text in your RPGs, there's the occasional sentence. Tarzan style.



▲ Yes, Ed Lomas took the grabs and he obviously wants us to know about it.



## RATINGS

79

**Presentation:**  
An RPG you say? Oh, well where's the battle screens then? And all the character interaction? Pretty poor all round.

70

**Graphics:**  
Jerk-a-ramal! The scrolling is absolutely appalling, and the graphics are really dark and dull.

80

**Sound:**  
Lovely film score music that's very pleasing on the ears. Don't know if it's suited to an RPG though...

72

**Challenge:**  
Indeed, fairly difficult. Especially when you don't really have any idea of what you're supposed to be doing.

67

**Playability:**  
Well, you can play it. It's just not very much fun, that's all.

75

**Lastability:**  
A random option ensures you get a different game every time, but all the same elements can be found in every game.

66

**Overall:**  
A disappointing outing for the RPG that will infuriate adventure fans and mystify everyone else.



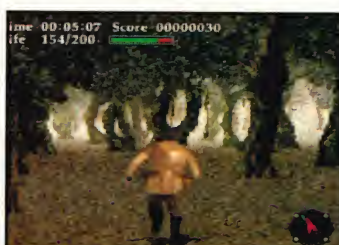
▲ Nice weapon, mate.



▲ Ooh, me stools!



▲ You laughin' at me?



▲ Look at that club foot.

## COMMENT

**TOM GUISE**

Oh dear. I don't know who's responsible for this game, but let's just hope that they're not let loose on the Saturn again. As far as visuals go, this is really disappointing – the scrolling is abysmal, and the flat, bland landscapes just don't do the Saturn any justice. The story – being almost non-existent – is another big disappointment, and even after you've played the game for a while things don't brighten up much. The worst thing about all this is that there's some really good quality RPGs on the Megadrive, and although they don't usually have very impressive graphics, the stories are really in-depth. To be honest, I'd much rather be playing any of the Shining Force series than this – it's just not up to scratch for a next generation game. Wait for Rigelord Saga instead.





# MYST

**I**f you were banished to a desert island for the rest of your life, what would be the one thing you'd take with you? Teri Hatcher from *The New Adventures of Superman*? One of those Swiss army pocket knife things? The *Star Wars* Trilogy? All good choices, of course, but you'd be hard pushed to make them last that long. What you'd really need is something that will last you a lifetime - you know, something to keep the old grey matter going on those days of solitude and despair. Luckily, we think we've discovered just the ticket. And it's a video game of all things...

And boy oh boy, is this game going to last you. In fact, it's rumoured that this game has actually been responsible for the demise of otherwise upstanding members of the community. There's been books published on it, tips lines set up especially in its honour, and the creators were even seen touting their wares on the cover of *teccie dream* magazine, *Wired*. Let me tell you, for some people, *Myst* has almost become a way of life.

And what's so good about it? Well, for a start, on loading the game, you automatically get the feeling that you're in for a bit of a treat - the way it's presented is very similar to a movie, with an eerie soundtrack and a creepy blacked out screen. Then, bang. All of a sudden you're on your own. All you have to your name is a book, which when opened will give you access to a whole new world. Quite literally. You see, *Myst* is one of those open-ended adventure games. The object is to solve the series of perplexing puzzles that enshroud the collection of islands, and ultimately discover just what on earth is going on. To do this, you'll need to explore every inch of the environment, picking up objects, finding clues, and solving puzzles. Some of which can be Very Difficult Indeed.

Naturally, just mentioning the words 'adventure game' will have some of you running for cover, and it has to be said that *Myst* isn't for everyone. Especially those who have the patience level of an angry wasp - in which case it will have you screaming and crying for mercy in under two hours. But for those of you who like a game that will easily last a couple of months AND gives you something to think about, *Myst* will be perfect. And, whether you like it or not, the game has to be commended for its sheer depth (in fact it's already won loads of awards when it was released on the PC) and intricacy - plus it has one of the most user friendly front ends I've ever seen in a console game - you just point and click with the D-pad and away ye go.

So, not to everyone's taste, especially if you approach it with a this-game's-not-going-to-get-the-better-of-me mentality. But RPG fans are sure to find it immensely enjoyable, even if they will be up until four in the morning every day for a week trying to work it out.

SAM HICKMAN

SEGA



▲ What a lovely birdbath.



▲ And here's a nice pic of the library.



▲ This is a cabin. Uncle Tom's, I think.



▲ Wow, what a mysterious game.

## INFO

MYST

Play Game  
Load Game  
Options  
Demo Mode



BY:

SEGA

PRICE:

£49.99

RELEASE:

OUT NOW

STYLE:

SPORTS

PLAYERS:

1-2

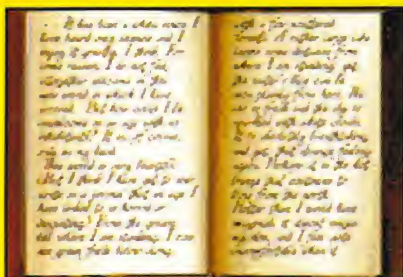
CONTINUES:

N/A



TOWER ROTATION





▲ What's most mysterious about Myst is the way your hand isn't connected to your body by an arm.

▲ And that was when I cracked my head and came up with the idea for the flux capacitor.



## RATINGS

91

### Presentation:

Can't be faulted - it's absolutely spotless. Everything you could possibly want and more.

90

### Graphics:

Stunning rendered environments, and a really quick update time on the point-and-click bits.

92

### Sound:

Again, superb. Film standard music that's really appropriate to the proceedings.

91

### Challenge:

Probably one of the most difficult games you'll ever come across.

85

### Playability:

Depends on who you are really. Die-hard adrenalin junkie - I don't think so. Classical music fan with patience of a saint - yes.

89

### Lastability:

Goes without saying. Comes with a game save too, which is just as well...

88

### Overall:

A really slick game that's stunning to look at and to play. It's just not to everyone's taste.

## COMMENT

TOM GUISE

When I first heard that Myst was being released on the Saturn, I was really looking forward to playing it, mostly because I'd heard so much about the game on the PC. But, when I finally got my hands on it, it didn't quite live up to my expectations. It's not because I think the game is boring or anything, it's just that it's so damned irritating to try and do anything in it. Some of the puzzles are really, really obscure, and even when I did finally crack them, I didn't feel a sense of achievement, I felt more irritated. But then, that's just me. I like my games to flow a bit more easily than this, and as such, Myst was a disappointment. However, it is a really impressive game when you consider just how much there is to it, and of course, the graphics are wonderful. It just requires more patience than I found mortally possible, that's all.



## MEGA DR

**Psssst.** Yo blood it's me Ed, keepin a low, low profile this month my man. I've got some baddass mother on my tail who's out to daim himself a slice of Lomas buttski. But who cares, I should be able to eat my Minstrels HOW I like and WHERE I like, yeah what's his problem man, I'll tell you what man, I'm HIS mother spanking problem. So just for you Willy Wonka Davies here's Big Ed Lomato enjoying his favourite chocolate snack one more time just for you. So suck my Minstrels you sucker. Anyone else wanna be cool and send me some tips then do so to this address: Tips, Sega Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There's a fierce prize awaiting the good ones. Respect Ed.



# US FIRE

## JUDGE DREDD

Try these passwords if you're stuck.  
Breakout at Aspen - KZDVT  
Cursed Earth - JROWN0  
Locate Rico - PSTRVJZ  
Invasion by Gila Munja - HQWVLT  
Mega City One - WDRNPU

## BALLZ

To start the game as a Red Belt, go to the title screen and press A, Down, Down, B, B, C, Left, Right.  
To start as a Green Belt, go to the title screen and press A, A, Down, C, B, A, Up, Up, Down.

GREEN BELT



RED BELT



# RIVE

## ● X-MEN 2: THE CLONE WARS

To get 99 lives, start the game as usual and on the snowy level at the start of the game press Start to pause. Now press Down+C at the same time, Up, Left, Up, Right, Right, C. You should hear a noise to tell you that it has worked and when you die you'll have the previously stated number of lives.



## ● STREET RACER



EXCLUSIVE! I found this cheat all on my own so it SHOULD be an exclusive (unless someone else has found it). To get the secret track "Space 1", go to the options screen and press C to get to the custom cup screen. Now press B, C, C, C, A, A, B, B, C and you'll hear a cheer as the new track appears after "Sumo San 3". You can select it from this screen or the normal track selection screen where it shows up as the Vivid Image logo. The track looks like the Death Star trench from Star Wars and even has little TIE Fighters coming on every now and then. Instead of turboing when you press C you will fire a small lazer beam which will take out both the TIE Fighters and your opponents. And another thing, there are no bends to worry about because it 's straight all the way. Cool eh?

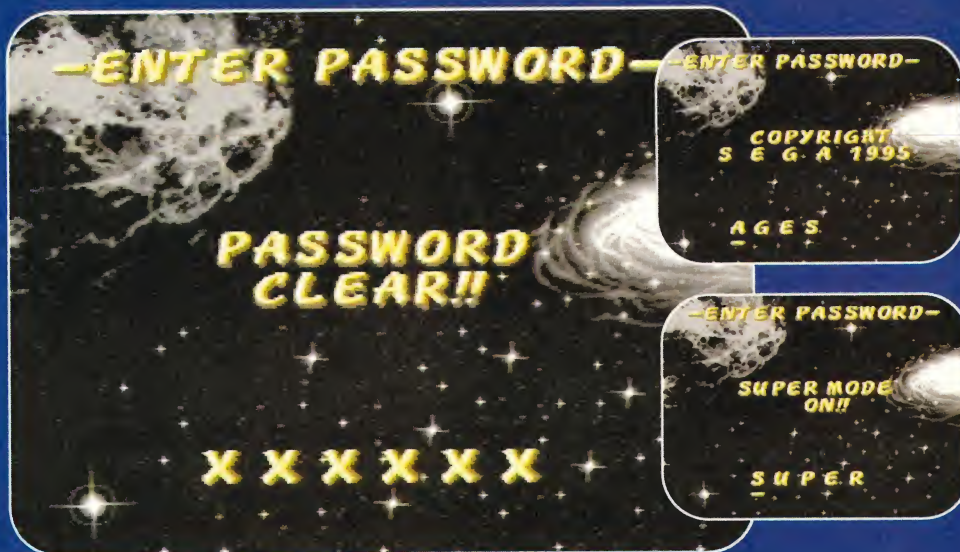
AND we've got this great cheat to let you edit the characters' statistics, making them faster and the like. Go to the 'Choose your Character' screen and press A, B, C, A, B, C, A, B and you'll hear a cheer again. Now you can hold the A button and press Up and Down to choose a line of stats and then Right to increase them or Left to decrease them.



## MEGA DRIVE

## ● Ristar

To view the Sega copyright message, go to the password entry screen and use the code "AGES". To make the game harder than usual, where you can only die once before losing a continue, go to the password entry screen and use the code "SUPER". Press Start to exit and the toughness, it doth be upped. To clear the passwords that you've already entered, use the code "XXXXXX".



US  
FLIP



## MEGA-CD

## ● MIGHTY MORPHIN' POWER RANGERS

To be able to skip the really exciting fighting sequences, go to the Difficulty Select screen and press B, A, C, C, A, B, A. You'll hear a noise to let you know that it has worked. Start the game and skip any of the fighting parts press the Start button.



# MEGA DRIVE 32X

## ● COSMIC CARNAGE

When you turn the game on and the "produced by Sega" screen appears, press and hold X, B and Z. While still holding the buttons press Start and a secret game of "Cyber Brawl" will start up.



## ● VIRTUA FIGHTER

Just in case you hadn't noticed, win a round as Kage and watch his feet closely during his victory pose. You'll see that they're on backwards! This also happens with some of the other characters. Odd or what?



▲ Here is the British version and Kage's feet are on backwards.



▲ And here is the Japanese game where his feet are on properly.



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# VIRTUA-LLY IDENTI

**It's getting on for nine months since the Megadrive 32X was released in the UK and despite a smattering of decent titles, the machine has failed to take off. Whilst a lot of the games have been good, many of them such as Mortal Kombat II have just been slightly upgraded versions of Megadrive products. But Virtua Fighter is a first - it's a true 32-bit product and compares favourably with the Saturn original. RICHARD LEADBETTER reports...**

While it has been nine months since the 32X launched, it has also been nine months since SEGA MAGAZINE took delivery of its Sega Saturn and the first game - Virtua Fighter. Since then, it would be no lie to say that the game has been played just about every day - and to be honest, the only time that's likely to stop is when Virtua Fighter 2 arrives!

So what is it about the game that makes it the most-played title that's ever hit our humble offices? Well, after much thought it's come down to the fact that the game plays incredibly well and features the most realistic fights we've ever seen on any home system. And now it's on 32X and it's almost as good.

As you can see from the screenshots, the game looks a lot different from the Sega Saturn and arcade versions - the polygon count on the characters is far less than in the previous games, resulting in much blockiness. However, Sega of Japan's conversion team have compromised the graphics to make sure that all the speed and animation of the original game have been faithfully converted, and in this respect the game is a winner.

Virtua Fighter is a game about timing. The range of combinations and counter-strikes only work if you have the speed and pace of the game completely sussed. This could have totally ruined the 32X version, but no, the programmers have once again pulled it off - every move, every trick and every tactic from the original coin-op (and the Saturn game) works in this version too. Still, we expect nothing less from the same conversion team that brought us the phenomenal SVP-powered version of Virtua Racing



▲ Go on Sarah, give him what for.



▲ 3 buttons is all you need.



▲ Looks smart, eh?



S H O W C A S E

## CALL!



▼ Akira takes out his evil doppleganger with a right foot to the family jewels.

▲ Oof, sorry mate.



▲ Wolf's Lottery numbers come through.

VIRTUA FIGHTER  
OFFICIAL RANKING MODE LAU

This is to certify that you have been awarded the rank of

**2nd Level**

by the official Virtua Fighter Ranking Mode.

Try for the next stage!  
If opponents get too close, try a throw for surprise.

▲ Ranking mode.

Programmers: Tiji Morita  
Akio Setsumasa  
Tatsuo Yamajiri  
Yasuhiro Takahashi

Designer: Masashi Kubo

Sound Designers: Masaru Setsumaru  
Tatsuya Kohzaki  
Atsuno Miyazawa  
Tadashi Joukagi

Planner: Hideki Anbo

Special Thanks: Yu Suzuki

▲ The end sequence.



on Megadrive.

Virtua Fighter also serves a yardstick with which to compare the Megadrive upgrade to the Sega Saturn and it has to be said that the 32X doesn't come out well from the comparison. Whilst the Saturn version purportedly only uses about 40% of the machine's potential, in terms of look it's still light-years ahead of the 32X. Plus, while we get VF2, Virtua Cop and VF Remix to look forward to on Saturn - we could be wrong, buy it looks as though Fighter 32X takes the upgrade to its very limits. Still, if you own a 32X or you're dying to play VF but haven't the "necessary", this version is a God-send.

## THE FIGHTERS

Sega boasts that Virtua Fighter is one of the most complete fighting games you can ever hope to play, incorporating (as it does) over 700 different moves - spread evenly around the game's eight characters. Being polygon images, the motion-captured moves are pretty memory-efficient and the Japanese team were able to port them over from the arcade version with only minor modifications. You certainly can't tell the difference, because the animation looks totally authentic to the bigger versions.



▲ Richard says this guy is ultimately hopeless.



▲ Need your shoes polished, guvnor?



## AKIRA

Akira Yuki specialises in close-quarters combat. He lacks a decent range of throws and combos and instead thrives in counter-attacking, dodging an enemy's attack and then responding with a super-powerful charge. He can also fox his opponents by slipping behind them and elbowing them in the back.

## PAI

The Hong Kong action movie star is the fastest fighter in the game bar none. Pai has a very limited range of moves, which mostly take the form of combination attacks. She can also use the power of an opponent's attack against them with one of her throws.

## WOLF

This large, lumbering character boasts a repertoire of exceedingly deadly throws and grapples which can drain over half the opponent's energy bar (his moves incur slightly more damage than in the Saturn and arcade games). His clothesline charge and shoulder barge are also useful.

## LAU

He likes cooking. He likes Chinese poetry. He also enjoys using one of the biggest ranges of combination attacks in the game. Lau is a nasty character - fast and deadly with only his throws disappointing. He's also into stomping all over his fallen foes.

## JEFFERY

The Aussie fisherman is even slower than Wolf, but can be turned into a deadly powerhouse in the right hands. He has a huge range of throws at his disposal along with a couple of double-hit combos and a useful range of punches. Well worth learning.

## KAGE

Kage specialises in no particular area, having a fair range of throws and combination attacks at his command. Average in just about every regard, Kage is a spectacular-looking, but ultimately hopeless character. His moves were extensively boosted for Virtua Fighter 2.

## SARAH

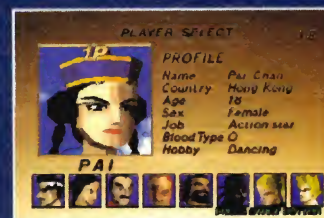
Sarah Bryant has been trained by the evil J6 Syndicate to kill her brother Jacky. Because of this extra coaching she is the deadliest character in the game, boasting an incredible resiliency to damage, super-fast combos and throws and one of the most powerful combination strikes in the game.

## JACKY

The perennial favourite of Virtua Fighter is in actual fact a bit of a let-down. Best described as being like Sarah but without her best moves, playing Jacky is very mechanical, predictable affair. He's a successful, yet ultimately dull character.

## DURAL

The cheat is different, but it's still possible to play as the J6-designed robot in the 32X version of Virtua Fighter. Dural has a whole host of moves she has copied from other characters with only her up 'n' punch air strikes being particularly poor.







▲ Whoops. Disaster at the Come Dancing finals in Blackpool.



▲ Tournament mode. Ed Lomas likes it and he doesn't have any friends.



▲ Win Tournament Mode and you get the Remix character artwork.



▲ The multi-angled replay mode. This view is from below incidently.



▲ Squeeze mode makes it look almost like the Saturn version.

## MORE CAMERA ANGLES! LONGER REPLAYS!

The Megadrive 32X version of Virtua Fighter is packed with little extras not seen in previous renditions of the game. For a start, on the options screen, you can select your own main camera view. On the normal setting, you get the basic side-on view, but you can substitute this for high and overhead views, or alter the rotation setting of the main view. The opportunity also exists for you to replay the last few seconds of each bout (as in normal Virtua Fighter) or even go through the entire fight, mucking about camera angles.

## ENTER THE YETI

Another big addition to the basic VF action is the inclusion of a tournament mode, which means that you and a bunch of your friends can stage an enormous VF competition and battle it out through a process of elimination until only one survives! You can choose whatever character (in whatever colour scheme) you want.

## SQUEEZE MODE

One of the most bizarre sounding options is the SQUEEZE facility. On most of the screenshots (where there is no squeezing) you may notice that the characters look slightly... well, porkier than their Saturn and arcade counterparts. Engage SQUEEZE mode and each fighter will be returned to their original proportions. This makes the characters look very small compared to the other versions, but on the plus side, the animation is smoother and in our view, it looks tons better.

SEGA



▲ Tom Cox breaks swimming pool regulations.



▲ Dural. Not so much shiny metal as grey putty.



▲ Yogakarim!



**When Mortal Kombat II was released, the hype for the title reached almost epic proportions. First of all, there was the teaser ad campaign, then there was cinema advertising, Eric Cantona endorsements – you name it, Acclaim had thought of it. But no such thing has happened for the third episode in the series. It slipped into the arcades almost without notice, and now it's appearing on the Megadrive with the merest whisper to announce its arrival. Which is a shame, because by all accounts it's absolutely brilliant. And who better to show around the game's finer points than resident Mortal Kombat circus show freak ED TOMAS.**

It's not hard to love Mortal Kombat games. In fact the Mortal Kombat series is easily among the best arcade conversions ever seen on the Megadrive. And the reason they're so popular isn't too difficult to suss out either – there's loads of moves to master, plenty of secret bits and pieces and the game humour is frighteningly brilliant. And, seeing as this is the third instalment of the title, it's fair to say that gamers just can't get enough of it.

As with all beat 'em ups there has to be some cheesy plot to explain why the characters involved have decided to have their mass bundle. Basically, Shao Kahn has decided to invade Earth and claim it as part of his Outworld kingdom so he's sent a load of baddies to wipe out the few remaining humans who, naturally, put up a strong fight. And the stage is set for fourteen warriors to scrap it out in a best-of-three rounds situation until one of them is victorious. Simple.

## KOMBOS

One of the new features in Mortal Kombat 3 is the combo (or Kombo) counter system. You can now get in a series of up to about seven hits, consisting of mainly punches and kicks, without your opponent being able to block them. They take a lot of working out and learning but can be well worth your time as a decent combo can take up to 45% of your enemy's energy. For example, an office favourite is this one for Sub-Zero: HP, HP, LP, LK, HK, HK, B+HK. If you do it quickly enough and in the right order you can get in six hits and take 30% health.

## SECRET KODES

When you start a new fight and the battle screen appears you may be puzzled to notice six symbols along the bottom of the screen. They're the key to loads of hidden modes and cheats which can be accessed by entering one of a million possibilities. Some of the codes have really bizarre effects like making the screen dark, except for when someone is hit; making you change character randomly during the fight; disabling blocks or throws and letting you fight secret characters. There's even a secret shoot 'em up game available. These codes are being released slowly by the game designers to keep you interested in the game until you know them all, which probably won't be for a very long time.

# THRO KOMB



## KANO

Kano's back after missing out on Mortal Kombat 2 and he's brought all of his original moves, plus a few new ones too. His skeleton removal fatality is one of the best in the game.



Knife Uppercut



Eye Laser Fatality



Knife Throw



Babality



Skeleton Removal Fatality

## SONYA BLADE



Sonya was captured at the end of the first Mortal Kombat tournament but was later rescued by

her colleague Jax. She's now out to stop Kahn with her new flying bicycle kick, among others.

## LIU KANG

One of the two characters to have made it through every Kombat



tournament and he hasn't learned any new special moves since MK2. What he has learned, however, is how to turn himself into an

arcade cabinet. Of course.





## SHANG TSUNG

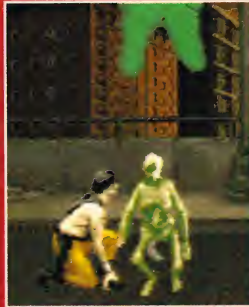
Mighty morphin' Shang Tsung is now younger than ever, sporting some lovely Alice Cooper style face make-up. He can morph into any other character at will and can chuck fireballs through the air or from the ground.



Triple Fireball



Morphs



Splat Fatality



Ground Fireballs



Spikes Fatality

# EEKS PANNY



## SINDEL

One of the completely new characters, Sindel has the useful ability to fly. She can also spit fireballs and scream to stun her opponents.



Flying Fireball



Hair Spin Fatality



Scream Fatality



Fly



Fireball



Flame Kiss Fatality



Pink Kiss Fatality



Leg Toss



## JAX

After rescuing Sonya in MK2, Jax got some lovely new bionic arms from which he can fire huge missiles. Of course, Jax can also perform his original moves including the brilliant quad body slam.



Double Missile



Big Foot Fatality



Blade Hands Fatality



Flying Kick



High Fireball



Arcade Cabinet Fatality



## BACKGROUND INFORMATION

The Megadrive version of MK3 has all but one of the arcade backgrounds (the graveyard) and they aren't just there to look pretty. On some stages (the subway for example) you can uppercut your opponent through the roof and onto the stage above! Some of the backgrounds also have hidden features which let you finish your enemy by knocking them onto a railway track or onto rusty spikes. Lovely.

## BABY KOM-BAT

The best known feature of the Mortal Kombat series has undoubtedly been the gore. Loads of it. As well as there being an option to turn the blood off in MK3, there isn't quite as much blood around as MK2, with most of the new fatalities making you laugh far more than grimace. As well as two gory fatalities each, the characters can perform friendships (where they are nice to their dazed opponent), babalities (where they transform their opponent into a bawling babe) and the new animalities. These are where the victor transforms themselves into an animal and mauls or otherwise kills their opponent. As well as these, you can now give your beaten enemy mercy, giving them a small amount of energy with which to keep fighting, allowing you to deck them again and doubly humiliate them.

## FINISH THEM!

There are fourteen instantly selectable characters, including seven completely new ones. When you play in a tournament against the computer you have to beat all of them, including a mirror image of yourself, and then two bosses. First there's Motaro - half dragon, half man, half horse (he's a big lad you see) who can teleport behind you and smack you across the screen. Once you beat him you're onto the big man himself - Shao Kahn. He looks the same as he did in the last tournament but has a few new weapons including a great big mallet. There are also quite a few secret characters, including Smoke and Noob Saibot, who we've discovered, and no doubt there'll be more to find.

SEGA

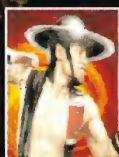


## STRYKER

Stryker is a lone riot policeman out to save earth, armed only with a pocket full of grenades and his trusty riot baton.



Low Bomb Throw



## KUNG LAO

Kung Lao reappears and is almost exactly the same as in MK2. He is still a very good character, what with his razor-edged hat and everything.



Hat Slice Fatality



Hat Throw



Spin Fatality



Teleport



Electric Rod Fatality



Bomb Fatality



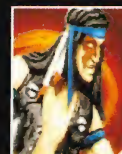
Baton trip



Friendship

## NIGHTWOLF

Nightwolf the native Indian has the unique ability to reflect all projectile attacks back at his opponent. Add to this his bow and arrow, his hatchet and a dashing shoulder charge and you've got a very useful character.



Axe Uppercut



Light Beam Fatality



Glowing Shield



## KABAL

Kabal was nearly killed by Shao Kahn's armies and is out to get revenge, even if he has to carry his life-support system around on his back. Kabal fights with two hooked swords and can summon a large ground saw to hack up his opponent, among other things.



Ground Saw



Head Pump Fatality



Scream Fatality

Spinning Dizzy





## SUB-ZERO

He's left his mask at home and now wears Ziggy Stardust make-up. Sub's moves are mainly there to freeze your opponent, giving you the perfect chance to unleash a big combo.



Ice Blow Fatality



Freeze and Snap Fatality



Ice Shower



Friendship



Ice Blast



## SEKTOR

Sektor is the red version of Cyrax, although he plays completely differently. He can launch missiles from his chest, including some which home-in on your enemy.



Platform Fatality



Flamethrower Fatality



Teleport punch



## CYRAX

Cyrax is a robotic ninja, armed with a net which tangles your opponent up long enough for you to get in a few hits. He can also drop grenades from his chest.



Net



Self-Destruct Fatality



Helicopter Head Fatality



## SMOKE

Smoke is a secret playable character who, as his name suggests, has smoke pouring out of him. He can use a harpoon to pull his enemy in close, he can go invisible to confuse and he can use Sektor's teleport punch. We know how to play as him but we aren't telling you how quite yet. Take a look at his moves and just be patient.



Internal Bomb Fatality



Earth Explode Fatality



Harpoon



## SHEEVA

Sheeva takes over from Kintaro as the four-armed dragon character but keeps his teleport stomp move. She also has a big fireball and the ability to shake the ground, damaging her enemy.



Skin Peel Fatality



Stomp



Head Pound Fatality

## FLAWLESS VICTORY?

All these new features eh? Do they add up to one great game? Find out by using your lightning reflexes to turn to page 92 now.



# THE AWESOME DESIGN A VIRTUA FIGHTER C O M P E T I T I O N

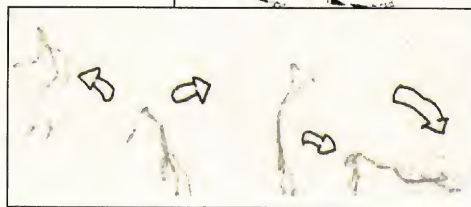
# SEGA MAGAZINE

Yes indeed. Back in issue 21 we launched a competition asking you to design a brand new Virtua Fighter character to celebrate AM2's unveiling of the third Virtua Fighter installment. Obviously the magnificent prize of an official Saturn complete with the four launch titles proved irresistible, because we've had a mammoth load of entries. In fact, from the sheer quantity of designs we've received, this is probably the most popular competition we've ever held. Sad then, that most of them are complete rubbish. Nonetheless, after sifting through the skiploads of your pathetic attempts, we've managed to find a winner! So here it is, complete with a selection of the finest, the worst and the just-plain-bizarre of the rest.

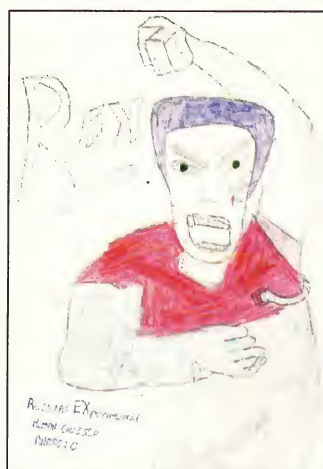
# THE RESULTS!



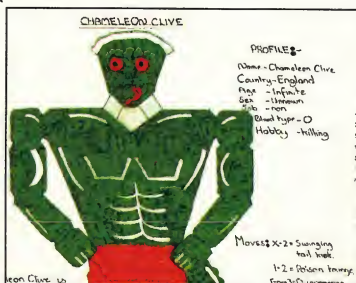
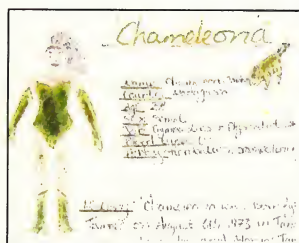
▲ Sent in by Chris Morris of Bonny Rigg, is the Scottish entry to the tournament, the mighty Jock Mackenzie. Jock is a gamekeeper who enjoys playing the bagpipes in his spare time. Jock has joined the competition because he killed his father, using the ancient scottish fighting art of Kishia, of course.



▲ According to Paul Mooney, Hibakushi used to great friends with Shun until he lent the drunk old codger twenty thousand pounds which he never paid back. So he's going to kill him. The moral here is don't lend money, folks.



▲ Meet Rex! That stands for Russian Experiment according to Chris Taylor of Rhondda. Nuff said.



▲ Strangely, chameleon proved popular. Here's the loveable looking Chameleon Clive and Tommy Cox's favourite - the sultry Chameleona.



▲ No, you're not imagining it. It's Rad with a gibbon's body, from the perverted mind of S Fowler of Derby.



▲ Every now and then a character caught our attention due to one little touch. Take Tenka, here. Nothing special you might think, except that he races cheetahs across the open plains. Shloinks!



● This one is Rad's favourite. Not because his name is Gouge (although maybe a bit), not because he's a feisty little dinosaur, but because his sex is... partly hermaphrodite. Eh?



## AND THE WINNER IS...

Marianne of Italy. Marianne is a former nun who left her convent in search of adventure... bare knuckle fighting in the Virtua Fighter tournament. Fortunately though, just like Julie Andrews she's fully trained in the art of Praying Mantis Kung-Fu. An excellent idea, with a nifty costume, a decent character origin and even some humorous action shot, creator David Anderson of Swindon has won himself the prize!

## MARIANNE -ITALY-



A former Nun who left her convent in search of adventure, she became the Virtua Fighter Tournament and decides that this would be the ultimate adventure. Using Praying Mantis Kung-Fu, Marianne is usually a fair fighter but she does have some really nasty moves. Her most devastating moves include the Handstand Kick, the lightning-quick leg-trip, and her albino thumbs.



### JUMP ATTACK FOR FLATTENED FIES

In this move, Marianne jumps in her hand first, lands that hit in her opponents stomach, and if her opponent is still down, gets in a couple of quick kicks to his side.



### FLIP KICKS

Like many of the other fighters, Marianne has a backflip, but she also has a forward flip and a cartwheel move, all of which can be used to land more than one hit.



### FLIPPED FLIP



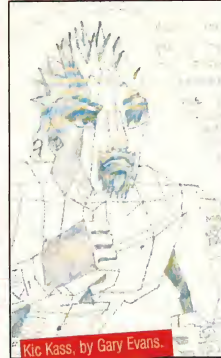
A.K. Palmer. Hobby: Climbing trees. by Daniel Fisher



Besker: Killed a member of his crew by mistake.



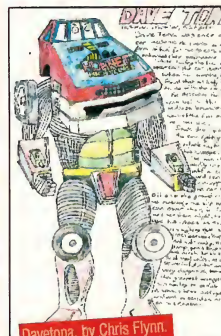
Hacker McWild by Gregory McDonald



Kic Kass. by Gary Evans.



Maria Beldwort: Buried in peat up to her neck, by Matthew Goddard.



Dave Tella, by Chris Flynn.



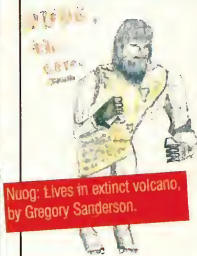
ARM RIP Devil Satan. Hobby: Eating people



Tezuka Kawaii: Likes Heavy metal, by Paul Johnson.



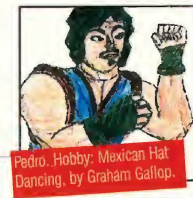
Jack the Whipper: Whips for arms.



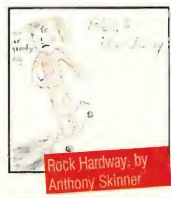
Nuog: Lives in extinct volcano, by Gregory Sanderson.



Squat: That looks painful



Pedro. Hobby: Mexican Hat Dancing, by Graham Gallop.



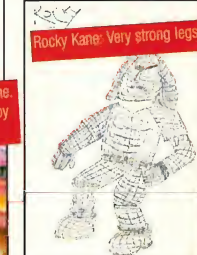
Rock Hardway, by Anthony Skinner



Ratz. Blood type: Rat Blood. By Nick Rogers.



Vernon Fortesque-Smythe. Dislikes: Soap Operas, by Jonathan Edwards



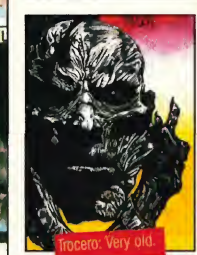
Rocky Kane: Very strong legs.



BACKFLIP KICK



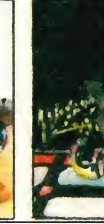
ROUNDHOUSE



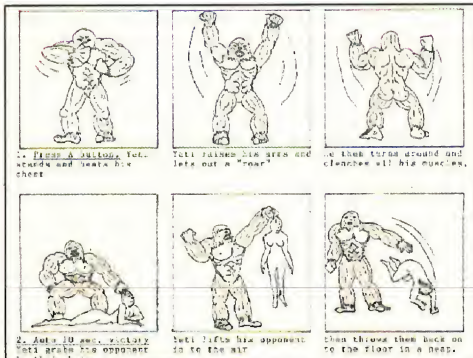
FOOT FIGHT



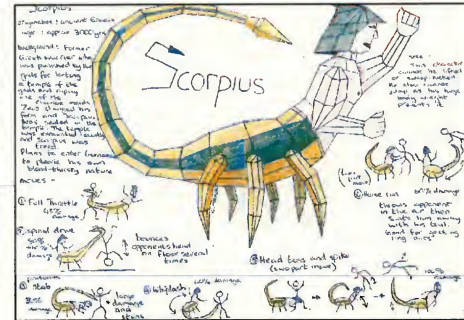
GRIFF



Tricero: Very old.

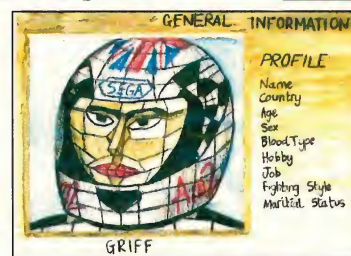


▲ Dare you face Enter The Yeti? This boy actually picks up his opponents by the scalp before throwing them to the ground. Yipes!



▲ A close runner-up for the prize is Craig Taylor of Scarborough's creation... Scorpious! It seems Scorpious was a former greek warrior who was punished by the great Zeus himself for looting a temple and interfering with a chamber maid. Just goes to show, never mess with the gods.

● Matthew Stevens of Christchurch actually sent us a life-size bust of his character - Jack Knife. An exemplary effort, but as a character it failed to make the mark.



▲ British competitor, motorcycle courier Griff Jackson, whose reflexes were honed dodging traffic on the streets of London, almost won us over with his brilliant presented portfolio created by Patrick Bingham. Almost, but not quite.

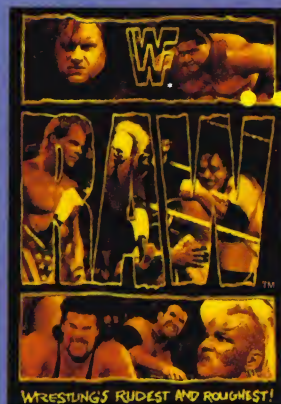
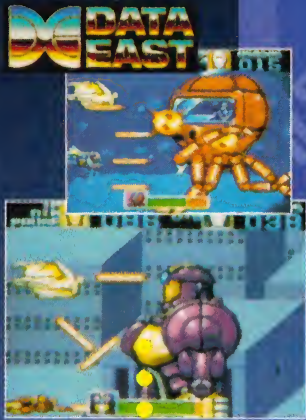
AND ALL THESE IDEAS ARE WINGING THEIR WAY TO YU SUZUKI OF AM2 IN JAPAN, TO PROVIDE HIM WITH SOME GOOD TOILET READING!



# THE ONE YOU CAN'T AFFORD TO MISS!

# HELP!

# 2



## MEGA DRIVE

All of the games in this strictly limited edition multi-pack have been donated free of charge by Acclaim Entertainment, Data East, Electronic Arts and Virgin Interactive Entertainment. All profits from the sale of this pack will be donated to a number of leading charities including The Prince's Trust.



exclusively available at

# WOOLWORTHS





# REVIEW INDEX

Once again, the summer months are proving to be a bit quiet as far as top software releases are concerned, but we are pretty proud to bring you the first review of Virtua Fighter on the 32X - and damned good it is too. Plus there's the verdict on Mortal Kombat 3 and Primal Rage - the summer's biggest beat 'em ups, not to mention the definitive review of Batman Forever. And to top it all off, there's a couple of Game Gear titles too - which is a fair achievement considering the hand held is in its twilight years. Anyway here's the running order...

**VIRTUA FIGHTER 32X 84**  
**BATMAN FOREVER 86**  
**WEAPON LORD 88**  
**PRIMAL RAGE 90**  
**MORTAL KOMBAT 3 92**  
**THE PHANTOM 94**  
**PRIMAL RAGE GG 96**  
**KAWASAKI superbikes GG 97**

## STOP PRESS!

If you're stuck on Virtua Fighter, you can now call a special Sega helpline, which can supply you with every move and cheat programmed into the game. To get information, you'll need a touch tone telephone, and the number to call is 0891 787 810. It's one of those expensive phone lines (calls costing £2.94 max), so do make sure you get permission to use the telephone first. Unless you own your own phone that is. In which case you can do what you like.



## CREDITS

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 SAM HICKMAN  
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 LOSING IT  
 TOM GUISE  
 MANAGING EDITOR  
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 On our minds.

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RICH

Where oh where has our little Rich gone? Where oh where can he be? With his tail cut short and... well anyway, that's enough of Rich's problems. What we want to know is where he's been hiding these last four weeks. What is the secret rumbling in our basement? Why does he talk in code all the time? Why does he turn in even less work than usual? If we were suspicious types (which of course we are) we'd think he was up to something.

SAM

It's been post-holiday blues for Sam. That's right, she's joined up with the violent LA Crips gang, identifiable by their blue clothing. Hanging on the corner, pop pop from the gat and so forth. There's been the post holiday reds too. This has nothing to do with rival gang colours, merely the entrails of various smuggled endangered species littering her desk. They're better for divining the future, apparently.

TOM G

No sooner had we got Tom back into the office, strapped him to his desk and commenced beating him with a rubber hose than he's got it into his head to run off to France again. Turns out he's still missing Little Tom, his puppet. Imagine the haste with which Tom returned when we started posting him Little Tom's ears and fingers, having kept hold of the kidnapped marionette for just such an occasion.

TOM C

Aah, Slow Boat to Barnet moved one step closer to fame and global domination this month, with a mention in popular Loaded magazine. The lad's mag described the ease with which they decimated SBTB's feeble football team in the Phoenix Festival 5-a-side tournament, despite only having two ex-England professionals on their side. What a hard bunch of lads they must be.

RAD

Since being outed as a sinister human/tuber potato deviant Rad's behaviour has spiralled further and further out of control. Indeed, we last saw him fleeing the police after raiding Hamley's, attempting to liberate every super Mr Potatohead plastic potato facial-features toy. Since then we've unearthed (ho ho) secret blueprints under his desk containing plans of the McCain's factory, with but a single word underneath - "boom".





Just a few months after the original coin-op hit arcades around the world in the beginning of 1994, Virtua Fighter appeared on Sega's home release schedule. Just like Motocross and Star Wars Arcade, the game started life as a Megadrive project using the Sega Virtua Processor DSP chip. The arrival of the 32X moved all of those games onto the upgrade, but mysteriously Virtua Fighter was taken off the schedule. It was to appear on Saturn only. At the CES show in the beginning of 1995, the game was put back on the 32X schedule and Mister Nagata, the producer of Virtua Racing on Megadrive assembled his team. Now, finally, it has appeared and the wait has been worth it.

Virtua Fighter is the most realistic fighting action game - well, apart from its own sequel - ever created. There are no fireballs, flaming dragon punches, extendable limbs or anything like that. It's pure, realistic combat. And that's why it's so great.

At its most basic level, the structure of the game is like Street Fighter II. The aim is still to knock down an opponent's energy bar and win two rounds out of three - but from there, the genre is taken into the next level with the most incredible animation ever witnessed (well, apart from VF2 of course).

The 3D nature of Virtua Fighter, coupled with the unmatched gameplay, makes it a brilliant fighting experience and although the graphics have been compromised slightly, it's just as enjoyable on the upgrade as it is on any other format.

Just as with any AM2-derived product, Virtua Fighter 32X gets a gargantuan recommendation from the SEGA MAG team.



# Virtua Fighter

## INFO



MEGA DRIVE  
32X

BY:  
SEGA

PRICE:  
£49.99

RELEASE:  
OCTOBER

STYLE:  
BEAT 'EM UP

PLAYERS:  
1-2

CONTROLE:  
JOYPAD

CONTINUES:  
NONE



▲ The animation is still really smooth.



▲ Oof!



▲ Different presentation screens.



▲ Dural looking decidedly slick.



▲ The graphics are impressive too.



▲ I don't like this screen much.







# Virtua Fighter 32X



Akio Setsumasa  
Tatsuo Yamajiri  
Yasuhiro Takahashi

Designer Masashi Kubo

Sound Designers Masaru Setsumasa  
Tatsuya Kohzaki  
Atsumu Miyazawa  
Tadashi Joukagi

Planner Hidaki Anbo



## RATINGS

96

### Presentation:

All the intros from the arcade game, coupled with a brilliant range of options that has actually been increased over the Saturn version.

94

### Graphics:

Blocky in still-shots, but super-smooth in action, boasting an incredible level of animation that's equal to the coin-op. Outstanding!

94

### Sound:

Much memory has been consumed to get just about every sound sample converted from the Saturn version. The music's a tad dodgy, but overall, sound is superb.

95

### Playability:

No complaints at all here - in fact, it may well be slightly more playable than the Saturn game owing to the superior pads.

93

### Challenge

Completing arcade mode shouldn't take long at all, but mastering all of the characters will, we assure you.

95

### Lastability

A huge proportion of the game's longevity is down to the two-player mode, which offers months and months of satisfying play. Oh yes.

95

### Overall:

By far and away the best 32X game on the market, and an excellent arcade conversion in its own right.

## COMMENT RICHARD LEADBETTER



Virtua Fighter is my second favorite game of all-time (my favourite being VF2) and many long hours have I spent on the coin-op and Saturn versions. I thought this conversion would be good, but in actual fact it has exceeded all of my expectations. While the graphics are blockier, all of the movement is there, but most importantly, the playability is nigh-on perfect. The only thing slightly odd about it is the default ring-size, which is about 30% bigger than the other versions, which means you do have to change tactics in the arcade version. The additions, such as camera angles, tournaments and such-like are basically frippery - but are interesting additions to an already incredible game. Moves are also easier to execute than in the Saturn game - but this is more likely down to the Megadrive six-button controllers, which are light years ahead of the Saturn pads. Virtua Fighter does illustrate how less versatile the 32X is when compared to Saturn, but if you own the upgrade and want to get the very best out of it, you must get this game.

## COMMENT

## TOM GUISE



The one game I've played the most this year is Virtua Fighter on the Saturn. As far as I'm concerned it's the best console game around. Well, now those hard-done-by 32X owners have the chance to play it. You see, short of the simplified graphics, this is a perfect translation of VF. It plays brilliantly. The speed, the responsiveness and the sound of the blows connecting, it's all spot-on. Finally 32X have a decent game, the best in fact. And I can slap Richard around on it as well.



# BATMAN FOREVER



## INFO



MEGA DRIVE

BY:  
**ACCLAIM**

PRICE:  
**£TBA**

RELEASE:  
**SEPTEMBER**

STYLE:  
**BEAT 'EM UP**

PLAYERS:  
**1-2**

CONTROLS:  
**JOYPAD**

CONTINUES:  
**NONE**

**S**een the movie? It's pretty good, don't you think? In fact, with all that action and explosions, not to mention incredible gadgetry, it's just perfect fodder for a good Megadrive game. So, it's no surprise to find that Acclaim have picked up the license. Closely following the plot of the film, the game sees Two-Face (played by Tommy Lee Jones in the movie) out to get rid of Batman for good. Unable to do it by himself though, he joins forces Riddler (who's presence is felt throughout the game with the plethora of riddles left lying around providing clues to mission objectives and veiled hints as to the location of the many secret rooms.

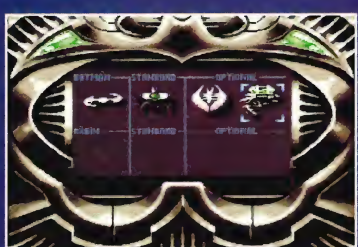
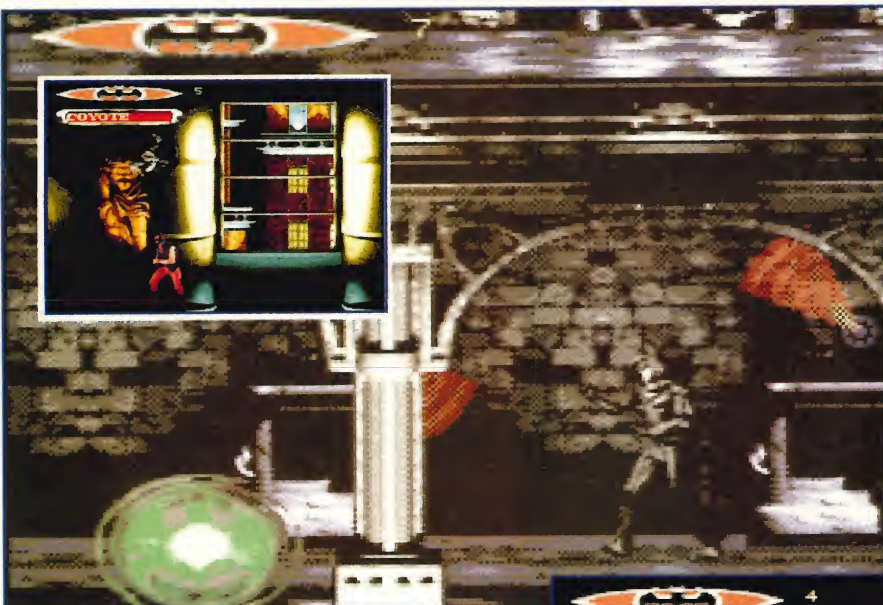
As well as this dangerous duo on his trail, poor old Batman, together with his faithful side-kick, the boy Robin (all kitted out with a hugely macho persona, of course) has to deal with the sinister Edward Nygma, an ex-employee of Wayne Enterprise who left to develop his Enigmatron, a 3D TV add-on which has the unfortunate side effect of pinching brain-waves. Fun and games galore. The net result is a platformy type beat 'em up with hordes of baddies to batter, moves to master and secret rooms to unearth with the ultimate aim of cleaning up the streets of Gotham.

Luckily, there's more to Batman Forever than simple platforming antics. For a start, loads and loads of development has gone into the game. Every background has been taken from the film set, and every sprite has been digitised by filming stand-in actors. Luckily, it's these features that give the game authenticity, and sometimes they even look quite impressive. Plus, there's a one-on-one beat 'em up option that can be accessed at any time, which goes some way in helping break up the usual monotony found in straightforward platformers.

Unfortunately, there is a downside to all of this, and this comes in the form of the dodgy controls, which are cumbersome to say the least. In addition, nothing very different seems to happen in the game, so if you're not a fan of Streets of Rage clones, you may find this a bit too much to stomach.

So, a bit of a mixed bag really. A nice enough game to play if you like this sort of thing, but guaranteed to drive action fans, and fast-moving platform freaks insane with its plodding pace and awkward controls.





Batman wouldn't be Batman without gadgets now would he? And, sure enough, the trusty bat belt slowly fills up with goodies as you progress through the game, giving you more and more options of what to use where. It's pretty sparse to start with — you get a grappling hook, a must for scaling to some of the dizzy heights; some green goo, a bat shuriken type device and some pulse pellets which dazes all in range. Robin also gets a lovely stick which can be used for attacking purposes or electrified up to be used as a pretty handy shield.

## COMMENT

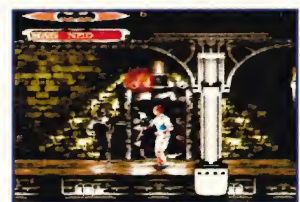
**TOM GUISE**



Well, I'm sorry, but it's the same old story as far as I'm concerned. I'm getting a bit fed up with being constantly disappointed by movie to game conversions; so these days I don't expect very much from them. Which is just as well, because Batman Forever isn't like the movie very much at all. In some vague way the graphics do resemble the film, but the Batman sprite in particular looks distinctly dodgy. Too many pies I'd say. On top of all this, the gameplay is surprisingly stiff and uninspiring. Digitising actors might add authenticity to the film license, but I'd have preferred cartoon sprites if it would have improved the speed and animation of the game. That said, there is some enjoyment to be had from this game, purely because it's quite big and absolutely rock hard. It's just that I expected more, considering this is converted from the biggest, most impressive (special effects-wise) film of the year.



◀ Now there's a trick for you. Robin balances a clown on his shoulders whilst tucking his shirt in. Incredible!



## COMMENT

**SAM HICKMAN**



Batman Forever has to rate as one of the best action movies I've seen all year, providing far more light-hearted laughs than its prequels. A shame then, that the graphics in this game tend to lean too much on the gloomy side at first. Nonetheless, they improve as you progress and the game's packed with nifty ideas such as a co-operative play option and the way you can play any character in training mode. And indeed, the game concept is a good one — a sort of Mortal Kombat (the sprites are reminiscent of this beat 'em up beater) meets Streets of Rage. The only problem is, it's not as much fun as either of these and the control system is dodgy to the extreme — you may have stacks of special moves but such is the toughness of the game and the erratic effectiveness of the controls that you rarely have time to execute them. Also, although the game loosely follows the film it really fails to make decent use of such an exciting license. All in all, a okay game and may be worth a try if you can put up with frustrating controls but as far as I'm concerned, if the bat wants to play, he can play this without me.

## REVIEW

**76**

### Presentation:

Run of the mill intro screens and hard to figure out options.

**81**

### Graphics:

Probe has certainly tried to capture the gloomy Batman-esque atmosphere and there's some sound animation packed in here but the overall effect is rather dull and fuzzy in places.

**75**

### Sound:

Certainly nothing special and not a patch on the wicked movie sounds.

**79**

### Playability:

Pretty fast-paced stuff, fairly varied levels but the controls are unfeasibly fiddly.

**85**

### Challenge

It's hard going all the way and no continues — certainly not one for the novice.

**84**

### Lastability

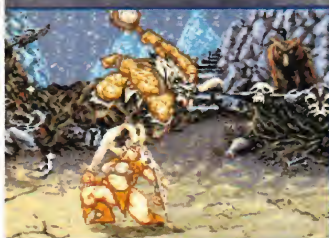
Lots of levels, lots to do and rock hard gameplay suggest a long lasting play experience — as long as the dodgy controls don't drive you round the twist.

**83**

### Overall:

An ambitious movie conversion which will certainly provide a challenge but is let down by dodgy controls.





## INFO



MEGA DRIVE

BY:  
OCEAN

PRICE:  
TBA

RELEASE:  
SEPTEMBER

STYLE:  
BEAT 'EM UP

PLAYERS:  
1-2

CONTROLS:  
JOYPAD

CONTINUES:  
1

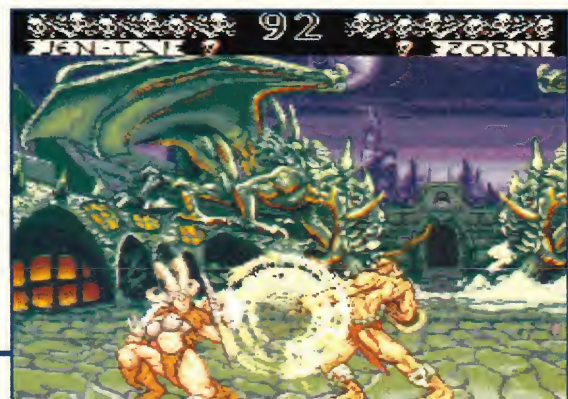
**H**umankind has always fought. In recent years greed, politics, religion are the main instigators of Homo Sapien strife. But *Weaponlord* transports us back to a time of barbarianism where fighting for survival was the only option, when demons still roamed the Earth on a quest for chaos, where the weak perished and only the strong survived and you couldn't get a decent haircut anywhere (there were heaps of self-styled barbers around, unfortunately, these over-enthusiastic stylists tended to lop off your head along with your locks).

Anyway, back in these bad old days, one particularly vicious demon type developed an unhealthy yen for power and rather than sticking to the usual "rattling of dustbin lids" and "hiding the butter dish" type antics, had the gaul to try and take over the world.

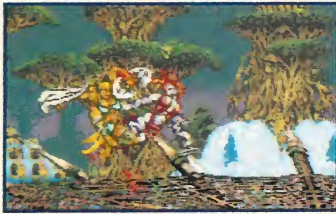
Well the barbarians weren't having that were they - against trade union rules, see! So, in a bid to ward off a general strike, six muscle-bound wonders decided to give this devilish upstart a good talking to with the determination to administer a good hard spanking and even (horrors) revocation of all rights of access to the trade union tuck shop if he didn't toe the line.

To their horror this heinous little toe-tag laughed uproariously and demolished the tuck shop in a flash of sulphur and finger-tip lightning — sacrilege! An unforgivable sin which gets them all in such a tizz that they have to fight each other to decide who gives the detestable scum-bag the dose of death he so richly deserves (the Barbarian equivalent to drawing lots). Which brings us in a very round about sort of way to the point of this little monologue — *Weaponlord's* a beat 'em up, a one on one fighting fest with swords and knives and special powers and everyfing! Cor!

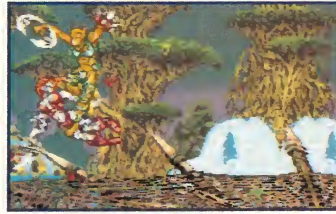
SEGA



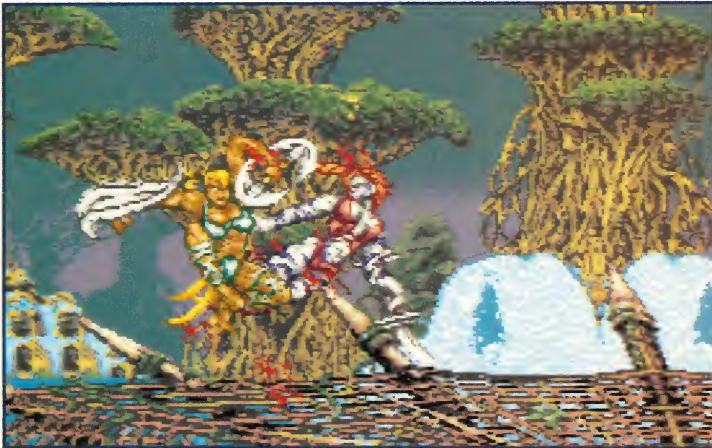




▲ Divada tries on her deadly Death Whirl...

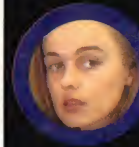


▲ ...it don't fit so Talazia lets loose the Rip Claw.



## COMMENT

**SAM HICKMAN**



On first sight, this looked a bit of a dog with basic backgrounds and clumsy looking sprites. The character moves seemed limited too. Then I discovered special moves and wow, combos and realised that looks aside, Weaponlord has hidden depths. The many special moves are hard to execute but once mastered, give the game a new dimension. The weapons element works well resulting in a product which provides a refreshingly change to the usual Streetfighter clones. On the lower settings though it's far too easy to finish without any special moves and gamers who expect spectacular results for little effort should steer clear — this game's hard work.

## COMMENT

**TOM GUISE**



I too was fairly unenthusiatic about this one at first and it certainly takes some extensive playing before you see past the grainy graphics and pedestrian standard moves to the ground-breaking action beneath. There are tonnes of special moves to dig up and if you're a real beat 'em up fan you'll find it worth your while to fetch a spade, your average Joe though might find it a bit too much of an effort.



▲ Zorn swoops down on his hapless prey.



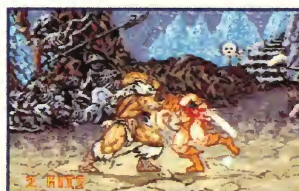
▲ Get back to the skull-ery girl!



▲ Kneel sinner while I do a groovy backflip.



▲ Its above you Korr, — incoming Soul Drill.



▲ A two-hit combo is better than none.

## RATINGS

**81**

### Presentation:

A short intro presents you with the characters but it's nothing to get excited about.

**79**

### Graphics:

A bit ropey, quite frankly but the sprites, although a bit on the blocky side move well enough and with such deep gameplay, who cares?

**80**

### Sound:

Perfectly adequate.

**86**

### Playability:

Once you get into it, this is a goody, but getting into it through mastering the moves takes some doing.

**90**

### Challenge

This game's tough as old boots and the specials and combos are tough to conquer — hardened gamers should avoid the easy settings like the plague though.

**87**

### Lastability

Completing the game on Easy is a doddle but discovering all the special moves and combos will take you aeons and in two-player mode it's longevity is undeniable

**87**

### Overall:

A super-tough and thoroughly challenging beat 'em up and a refreshing change from the endless Streetfighter clones.





**G**et ready for the dino-battle of the century. Two ugly, slaving beasts face off mano-a-mano in a grim tooth and claw duel to the death. Yes, it's argy bargy time in the SEGA MAG offices as resident dino-freaks Tom G and Rad have a ruck to decide who reviews **Primal Rage**.

And these aren't normal dinosaurs, either. If *Primal Rage* had a tiny *Procompsognathus* having it out with an ostrich-like *Saurornithoides* perhaps the feuding wouldn't be so bitter. But these are big scary dinosaurs with giant teeth which trump, vomit and WEE ON EACH OTHER. Obviously you can imagine the sort of ructions this causes the lizard-maniacs. So whilst they're busy fighting, 1 - 7 Zark 7 from *Battle of the Planets* - will get on with the review. Anyone who's stepped into an arcade recently should be familiar with *Primal Rage*, even if they haven't seen the game itself. It's a one-on-one beat 'em up featuring special moves, fatalities and multiple character choices. Having a bit more substance and personality to it than the hordes of *Streetfighter* clones currently infesting the scene, *Primal Rage* has done deservedly well in coin-op form, and Time Warner hope this success will be repeated with the Megadrive conversion. And, providing you're all fans of the coin-op out there, there's no reason why it shouldn't be.

Graphically, *Primal Rage* is about as close to the coin-op as you could expect. The sprites are a bit smaller, the colours slightly fewer, but the animation is pretty much spot on. The sound, with all the arcade tunes in full effect, homeboys, is not to be snorted at in a derisive fashion either. But, ah readers it's the old story, we all know it's playability that counts. Playability and cash bribes. But given the absence of fiscal incentives, we'll have to judge the game in its own merits. Firstly, if you don't like the coin-op, obviously you're not going to get into this. And if you're merely a bit into beat 'em ups but already have *Streetfighter* or *Mortal 2* your collection might not need this title. But followers of the arcade machine, of which there are many and at whom this game is levelled, should be more than happy. Everything which makes *Primal* entertaining is faithfully translated. The human followers dance about waiting to be eaten for bonus energy. The Brain Power bar is still intact, so too many concussive hits and it's Dizzy Mode for your dino. The ghost bosses still lurk shadily at the end of the game, just after the scoff-mungous eating things bonus round. So, to reiterate, if you like *Primal Rage* and were looking forward to this release you'll be more than happy with the end result. If you couldn't possibly give two figs about dinosaurs and their private conflicts you might not be. But you still might be. It's pretty good.



## INFO



MEGA DRIVE

**BY:**  
**TIME WARNER**

**PRICE:**  
**£49.99**

**RELEASE:**  
**AUGUST**

**STYLE:**  
**BEAT 'EM UP**

**PLAYERS:**  
**1-2**

**CONTROLS:**  
**JOYPAD**

**CONTINUES:**  
**INFINITE**

SEGA





▲ Tommy Cox chats to his sister.



Don't like humans? Think they're always in the way, flapping their stupid little arms about? If so you must be a psychotic potential serial killer. So avoid arrest by buying Primal rage, which rewards you with energy for eating mini-humans, without the resulting prison sentence these actions carry in real life.

## REVIEW

90

### Presentation:

Yes, lots of presentation-y things. Like title screens and options and all that palaver. Presented, I'd say.

89

### Graphics:

Dinosaurs. That's all that matters. Dinosaurs are ace, especially when they're animated like these ones.

87

### Sound:

The arcade sounds are here, and they're not going anywhere. Maybe the quality isn't quite as crisp, but what do you expect?

88

### Playability:

Good fun, easy to get into, lots of moves. A bit of a laugh all round if you like that sort of thing.

86

### Challenge:

Easy is exactly what it says it is, but braver gamestrels can seek out a much tougher challenge in Hard mode.

80

### Lastability:

If there's another Primal nut on your scene you should get more than your cash worth. Lone players might not.

84

### Overall:

A great conversion of an average coin-op. Fans will lap it up.

## COMMENT

TOM GUISE



I wasn't a huge fan of the arcade version of this, but it did make a refreshing change with lots of weeling, puking, thumping great dinos launching themselves at each other. Unfortunately, much of the coin-op's graphical charm has been lost in the translation, with the rubbery dinosaurs looking like any other grainy beat 'em up sprites. Nonetheless, the gameplay is still there and fans of the coin-op are bound to find enjoyment here. It's bloody, it's got humans to eat, it's got green fart clouds and it's got dinos in it. Entertaining as this obviously is to me though, I still don't think I'd get this. MK3 is just a superior purchase.

## COMMENT

SAM HICKMAN



Much as I can normally take or leave Primal Rage I have to say that this is a fine conversion. If you're into the game in any capacity, doubtless you'll want to add this to your library. But, given the quantity and quality of the opposition it faces, non-die hards might not be so easily swayed. Purely on beat 'em ups terms, MK3 is a far better package both in graphics and playability. That said, I've gone off one-on-one beat 'em ups in a big way. Primal Rage however, manages to decorate the old formula with a wicked sense of humour. If you fancy a fighting game, but don't want to leap onto the tired MK bandwagon, rubber dinosaur action is your thing.



▲ Richard's parents come to see his new house.



▲ Drop the gun, Lucky, or the human gets it.



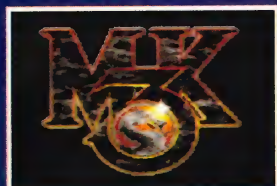
▲ Hang on, this isn't a big green log. Scream!



# MORTAL KOMBAT



## INFO



MEGA DRIVE

BY:  
**ACCLAIM**

PRICE:  
**£18.95**

RELEASE:  
**OCTOBER**

STYLE:  
**BEAT 'EM UP**

PLAYERS:  
**2**

CONTROLE:  
**JOYPAD**

CONTINUES:  
**5**



If you've been to the arcades recently then no doubt you've chucked a few quid the way of Mortal Kombat 3 - the latest in the series of everyone's favourite sanguinary (isn't the thesaurus a wonderful invention?) game.

There seem two very different initial reactions to MK3, with some fans loving it instantly and others complaining that it's the same as before with nothing new to offer. Well, it certainly has the new features and characters in abundance, as you can tell from our showcase, but do they help enough to make the game better than the mighty MK2? In short, y. In long, yes.

Obviously, the first thing you see is the graphics and, as you can tell from the screenshots, they're great. Okay, so the backgrounds are a bit grainy but that's because they've been digitised from the arcade original rather than being redrawn from scratch and they don't look too bad for it either. The scrolling is super-smooth and the animation is, for the most part, top quality. The sound is massively improved from MK2 with just about every sound sample from the arcade being included (yep, that's all the speech as well) and the music being passable thump-thump stuff. Just try it through a decent set of stereo speakers for the full effect. The best improvement to the game is the way that the playability has been speeded up to a higher speed than Super

Streetfighter 2 on the highest setting, making for much more frantic and exciting fights. The combos also add a whole new dimension to the gameplay, making the game slightly more like Killer Instinct, allowing you to take massive amounts of energy from your opponent in only a few seconds with some complicated button pushes. The characters are evenly matched with none of them having an unfair advantage over the others yet still being different enough for everyone to pick a favourite. Of course, the thing that makes the Mortal Kombats stand out from the crowd of beat 'em ups is the finishing moves and MK3 won't let anyone down there, what with fatalities, friendships, babalities, animalities and background fatalities among the gory, yet predominantly funny, finishers. This all makes the game sound pretty much perfect doesn't it? But - there is a down side. The game takes a lot more getting into than MK2 and you'll need to stick at it for a while before you can fully appreciate the quality of the game. Don't go to your local games emporium, have a little go and wander off - stick with it and within an hour you'll realise that you're playing one of the greatest games of all time. Other than a few cosmetic bits, this is arcade perfect and should be acquired immediately.



SEGA



# KOMBAT



▲ Have I shown you my skeleton collection?



▲ Smoke me a kipper...



▲ Yes. Very funny, I'm sure.



▲ Go go Power Rangers.



## REVIEW

80

### Presentation:

Pretty good intro screens and a few useful options, including one to turn the blood off. Good looking and nicely set-out.

90

### Graphics:

Great digitised sprites and backgrounds which, although slightly grainy, look amazingly close to the arcade version.

91

### Sound:

Just about every sound from the arcade game with loads of top-quality speech samples and booming FX. The music isn't too good, however.

94

### Playability:

Fantastic! Fast, smooth action with loads of moves and combos make this one of the best fighting games going! Who needs 3D?

91

### Challenge:

Five difficulty settings ranging from useless to flawless and three different lengths of game mean a fair challenge for everyone.ell.

94

### Lastability:

As with all good beat 'em ups this'll last forever and you'll keep coming back to it after that, even in one-player mode. It'll also take you ages to find all the secrets.

94

### Overall:

Amazing! Get it now, even if you've got Mortal Kombat 2. It's that simple.

### COMMENT

SAM HICKMAN



What can I say? This is obviously another top conversion from the arcades and comes complete with just about every feature from the original. Again, Mortal Kombat fans will love it, and they've good reason to - it's really in-depth and has loads and loads of lastability. An essential purchase, especially if you don't own any of the other games in the series.

### COMMENT

TOM GUISE

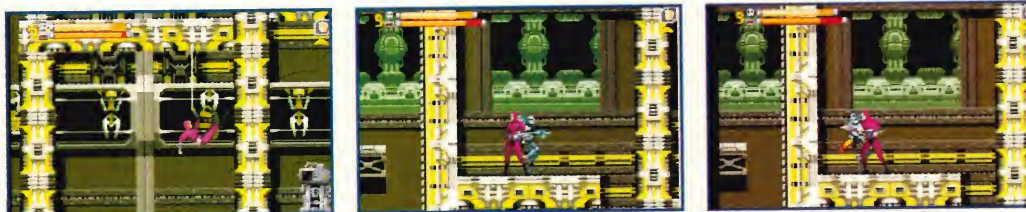


I'm a massive Mortal Kombat 2 fan, still playing it regularly even now, so I was particularly looking forward to playing this sequel. Initially, I was really disappointed, mainly because I got hammered by the computer's new combos, but after quite a bit of play and practice I really got into it. The combos improve the game no end, making blocking much more important as one false move and a good player can take up to 40% health from you. The sound is also worthy of a mention because it has all the speech that was missing from MK2 and some really good quality smacks and thwacks. There's a good one player challenge and a massive lifespan in two-player mode, making it great value for money, even with a high price tag. Just remember folks, it takes some getting into but once you do, you won't regret it one bit. Pure class in a cart. I'm off for another go etc. etc.



# PHANTOM

## 2049



**I** don't know why this guy reckons he can call himself The Phantom. After all, there are loads of Phantoms in the world. There's Phantom jets, and phantom pregnancies to name but two. But, whilst not holding exclusive rights to the name, at least this Phantom won't blow up your house or make you sick. Well, he's a superhero, so he might conceivably blow up your house if you're a villain. And, if you've already got Gunstar Heroes or the X-Men or anything like that in your software collection it might also make you sick.

But hey, let's not start this review on, like, a downer maaan. First let's talk about this Phantom bloke. Firstly, he's a comics character who actually had a rather poor cartoon show back in the Sixties, one of those ones where everyone stands stock still and only their lips move. Then he got wise, teamed up with Flash Gordon and formed the Defenders of the Earth, who were also tossers. And now he's split the group, gone solo, done a flippin' Robbie, and converted to the games arena.

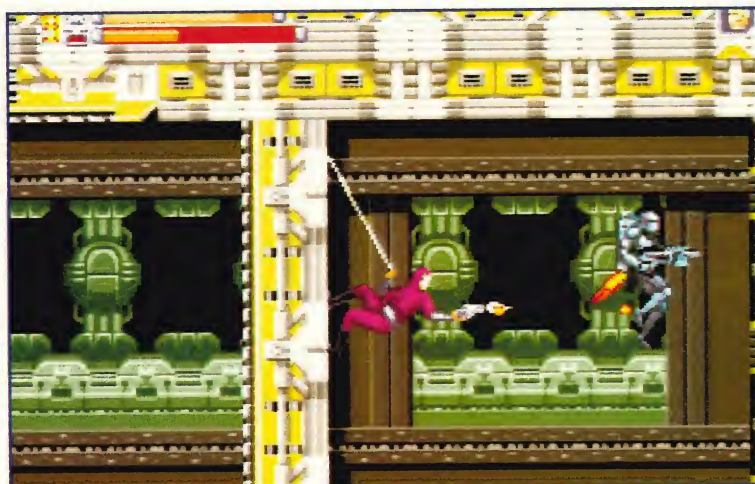
His debut effort – the first of many titles we're sure – is, shockingly, a platform action game. Phantom has to take on some evil robot hordes led by some sinister geezer and save the world, or whatever. You know the drill. To help him accomplish this Herculean task he's got a gun (with limited ammunition), two fists and legs (for when he runs out of ammunition) and a kind of swingy rope thing like Indiana Jones' whip. To use this rope thing simply jump in the air, point the pad in the direction you'd like to fire it and press the correct button. Presto! A rope-type thing shoots out, sticks to the nearest platform and allows Phantom to hang, or

swing, or drop, or just hang around shooting at things. Great fun. Of course there's more to The Phantom than that. He's actually got loads of weapons. Reams of the suckers, but you've got to work to get them, and then use the Pause screen to select them. They're particularly useful against the obligatory bosses, by the way.

You know, writing about this sort of game starts to get depressing after the one millionth time. It's not the fact that it's a platform shoot 'em up that irks me, it's the fact that it's so bland. The environments are straight outta X-Men (homie) without the slinky Marvel looks, the enemies are totally anonymous and don't spur you on to destroy them. The level layouts are so stunningly unoriginal you can't help but think the programmers could have made a better living forging old masters – the art world would never have known.

What I'm trying to say, right, is that The Phantom is boring. Not fun. There are better games of this type available, and most of them are on sale cheap. Just leave it alone.

SEGA



## INFO



MEGA DRIVE

**BY:**  
VIACOM

**PRICE:**  
£ TBA

**RELEASE:**  
OCTOBER

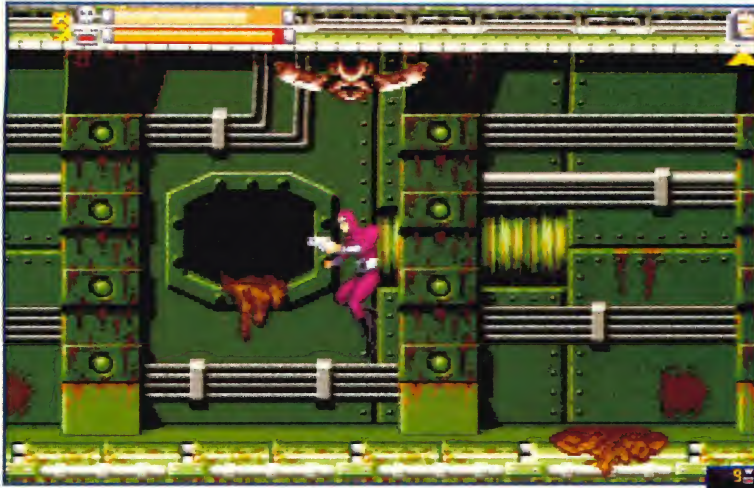
**STYLE:**  
PLATFORM

**PLAYERS:**  
1

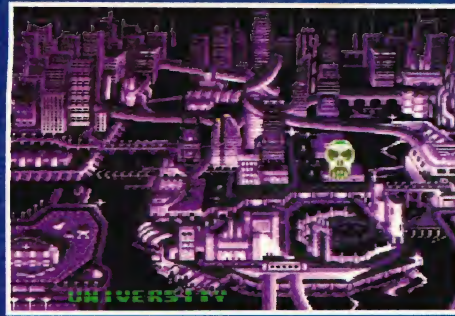
**CONTROLS:**  
JOYPAD

**CONTINUES:**  
NONE





▲ Flippin' Spiderman. All I hear is Spiderman. I was here before that creep. What can he do that I can't? Except everything a spider can. Eh? Answer me that!



The best part of the game is the interlinking story. Not only is it reasonably entertaining, it also provides you with "clues" as to which location on the game map you should tackle next. Top marks for that.



▲ The Phantom ponders his career.

## REVIEW

**92 Presentation:**  
In-game presentation is ace, what with the free-movement levels map and cartoon-style intermissions. Yes, well presented, that's what I say.

**84 Graphics:**  
Boring boring boring. Bland backgrounds, dull enemies and mediocre animation. No oil painting.

**83 Sound:**  
Not bad.

**61 Playability:**  
The jumping controls are little slidey and erratic, and there's nothing to really grab the animation either.

**80 Challenge:**  
Yes there is a challenge. Whether or not you can keep it in your Megadrive long enough to complete it.

**50 Lastability:**  
See above.

**58 Overall:**  
A pointless redundant title which owes much to its predecessors without bringing anything to the party. So to speak.

### COMMENT

**TOM GUISE**



I was looking forward to The Phantom, as he was my favourite Defender of the Earth character after Flash Gordon. And Mandrake. And Ming. Sadly though, it's a stale, unoriginal product. A shame really, because it looks and plays quite well. If only the original Spiderman game hadn't done all this three years ago, it might have been quite good.

### COMMENT

**SAM HICKMAN**



Isn't all of this alarmingly familiar? I could swear I've seen The Phantom before. And not just once, either. A million billion times. There's no personality or depth to redeem the unoriginality on display here. Go for Comix Zone if you've got to get a brand-new example of the genre.



Get a load of this arsenal (and that's not Arsenal, before Tommy C starts getting all excited). What a load of weapons, eh? It's a pity you don't start the game with all of them, or you might want to keep it in the machine for longer than five minutes while you play with them all.



## INFO



GAME GEAR

BY:  
ACCLAIM

PRICE:  
£29.99

RELEASE:  
AUGUST

STYLE:  
SHOOT 'EM UP

PLAYERS:  
1

CONTROLS:  
JOYPAD

CONTINUES:  
NONE



▲ Rooooaaarrrrr!



**S**o like, the dinosaurs are coming. Man has made a complete balls up of the earth. His lifestyle has left it looking like Lynne Perrie after her lip op — a complete write off. Reduced to a tribe of dribbling savages, called the Millwall Supporters Club, the Draconians, descendants of the dinosaurs, step forward to take their second chance at evolution.

Or so Primal Rage on the Game Gear would have you believe. This epic struggle is played out on the handheld's 3.5 inch cinemascope screen, in a series of combat encounters between the oddest assortment of fossil freaks ever seen. Attempting to capture the essence, and as many of the features of Atari's successful coin-op, Primal Rage uses simplified versions of the magnificent character sprites, animated from digitised stop-motion photography.

There are six monsters (Vertigo being the one to suffer the push due to memory restrictions). They each, beat 'em up fashion, have a clutch of special moves, which reward the player with a frisson of bloody gore. The backgrounds are also taken from the original, with icy wastes, urban wastelands and volcanic scenes of desolation. In the background, some of the unfortunate sub-humans wander around. If they're careless to cross your path, you can quickly scoop them up as a tasty snack. Playing the story mode, the objective is to assault each area of new Urth, defeating its resident Draconian (ie the other opponents).

Much credit must be given to Probe for the way they've captured the spirit of the game as best as would be considered possible on this humble hardware. Certainly when you match it against TWI earlier handheld effort — Rise of the Robots. The result comes somewhere between that chiller and Probe's own Mortal Kombat 2, which was just so good, no one may ever quite match it. But don't feel shy to jump on this Jurassic bandwagon when it comes your way.

SEGA

# GAME GEAR

## INFO



GAME GEAR

BY:  
DOMARK

PRICE:  
£???

RELEASE:  
OUT NOW

STYLE:  
RACING

PLAYERS:  
1-2

CONTROLS:  
JOYPAD

CONTINUES:  
NONE

# Kawasaki SUPERBIKES

**G**et those helmets firmly in place and tune up your oily bits to optimum performance levels, dear readers, then leap astride a great, big, powerful, pulsating device for the ride of your life. Alternatively, you could always have a butchers at a new racing experience from Domark.

After being in production for what seems about a hundred years this bike-ling racer finally hits the streets and, if you buy it, so will you funnily enough because it's a racing game stuffed to the gills with bikes and tracks and more bikes and helmets and er... bikes and stuff.

Over ten of the world's most famous tracks such as the Italian Monza (?!), Sweden's Anderstorp (?!?) and Britain's own Donnington Park (aha, recognition, at last) you're pitched against some of the top Superbike Challengers in business. These guys — Tiny Love, Sid Sideways, Dan Anderson and the rest — are sooooo famous that nobody's ever heard of them — amazing huh?

You get a shop where you can buy souped up extras for your bike (provided you make some dosh by winning races first, of course) and three different modes of play. In Arcade and Practice modes you can leap straight onto any tracks you fancy while in Challenge mode, you have to earn your right to progress to new tracks by coming in as one of the top eight (out of nine).

After completing the prerequisite qualifying laps (which determines your place on the grid) you're off, manipulating those sophisticated controls (left, right, accelerate and brake), zooming at top speeds round the tracks and generally falling off a lot — loads of fun huh? Well no, actually.

To be honest, the whole experience is pretty damn dull and the package strives to achieve — but doesn't quite manage — mediocrity. For starters the movement of the bike — it's like one of those ancient movies where the car stays still and the background careers past to give the impression of movement but to add insult to injury, the background scrolling is jerky!

All the tracks look more or less the same — drab and basic, even by Game Gear standards — as do the not very intelligent computer opponents. The controls are a bit on the dodgy side too — you'll be swinging nicely around a corner, the screen suddenly judders and you end up on your arse on the other side of the track. I thought at first at first it was because I was taking them too fast but this sometimes happens even if you're going dead slow. All in all then, not totally dire but certainly not good by any stretch of the imagination.

SEGA





▲ Eurgh. he's just been sick.



▲ Ah yes. Pleased to meet you.



## COMMENT

**SAM HICKMAN**



All formats may have reached beat 'em up meltdown point already, but the Game Gear has only a small selection of the best available. Primal Rage is by no means a dog. It bears up reasonably well against the other proposed versions, in terms of graphics especially. I don't think it's really that much fun to play. There are lots of moves, but the characters move quite jerkily, albeit quickly. It's just that game-play is a bit perfunctory. Forward, munch, back, charge. If you're a coin-op crazy, a combat collector or just itching to spend some cash on a four meg cart, you won't be too disappointed.

## RATINGS

**84 Presentation:**  
Buoyed up by the range of difficulty levels and the intro.

**83 Graphics:**  
Crisp and with a good range of animation, but the movement is fast and jerky.

**80 Sound:**  
Reasonable, and with what's on offer, what can you do?

**81 Playability:**  
Getting to grips with the characters is taxing and entertaining.

**87 Challenge:**  
The higher levels are a test for any mettle.

**78 Lastability:**  
After a while you realise it's any old fighting game in a monster suit.

**88 Overall:**  
Not a blockbuster on this format at any rate, but with admirable qualities in abundance.



▲ All around the world.



▲ A road.



▲ Just like in real life.

## COMMENT

**TOM GUISE**



Oh dear dullsville city here we come. Kawasaki was supposed to be based on the same engine as the completely mega F1 racer of a couple of years back but if this is the case, the engine hasn't aged well. The backgrounds of the ten tracks are uninspired to say the least, the scrolling's jerky, the controls not altogether reliable and the gameplay monotonous. After just a few minutes play I suddenly had an urge to wash my hair, make some coffee or watch some paint dry to inject a bit of excitement back in my life, but I persevered, right up to the eighth round in Challenge mode in fact. Sadly, it didn't get any better. After scratching round desperately for something decent to say about this game I finally decided that the bike is quite nicely drawn and er... that's it.

## RATINGS

**62 Presentation:**  
You get a nice shop — as long as you can make a wad of cash first.

**63 Graphics:**  
The bike's nicely drawn but the backgrounds are a bit on the basic side.

**58 Sound:**  
Tinny and nasty with a continuous irritating whine for a bike noise.

**59 Lastability:**  
The monotony of the gameplay means you'll be casting around for other devices to amuse you before very long.

**64 Playability:**  
Slightly dodgy controls and monotonous gameplay ensure this is a fairly fun-free zone.

**65 Challenge:**  
It's fairly easy to progress onto the more advanced tracks but coming first and making any cash is a real toughie.

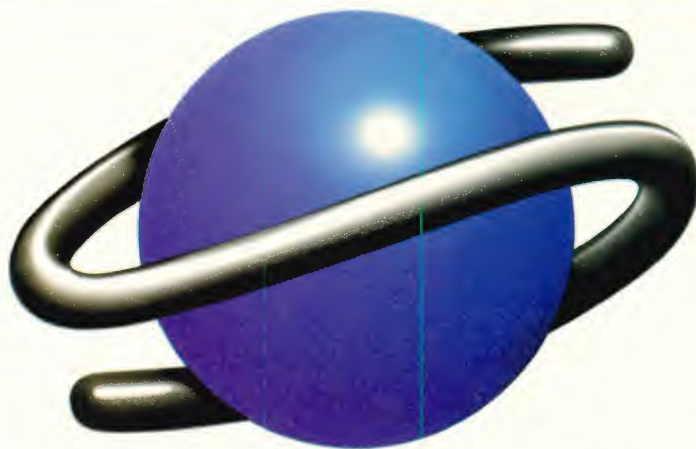
**62 Overall:**  
A completely outdated concept which is sadly lacking on the fun stakes.



▲ Errrrr...



# NEXT MONTH



## SEGA SATURN MAGAZINE

Changes are afoot in the SEGA MAGAZINE offices. After two years of bringing you the cream of 16-bit releases, not to mention breaking the news of the 32X and Saturn, we've decided that it's time for a magazine overhaul. From next month onwards we'll be focussing our attentions on the next generation of software – which means you get to see more of the games that are at the cutting edge of technology and innavation.

Yup, with massive features on such brilliant titles as VIRTUA FIGHTER 2, VIRTUA COP and SEGA RALLY, plus interviews with Japanese developers AM1, AM2 and AM3, this is the one stop you'll need for everything Saturn bound.

It doesn't stop there either. Our expert team of writers will be bringing you news straight from Japan and America, plus we'll be taking apart EVERY major new Saturn title. Add to this in-depth reviews, huge previews and features on titles such as NBA JAM, YUMEMI MANSION, FIFA SOCCER, CYBER SPEEDWAY ROBOTIKA, REVOLUTION X, RIGLORD SAGA, STREETFIGHTER THE MOVIE, X MEN – CHILDREN OF THE ATOM, MORTAL KOMBAT 3, THEME PARK and HI-OCTANE, along with the very best in 16 bit titles, and you're left with the essential magazine for anyone who wishes to enter the next level of gaming.

Plus, for our launch issue, there will be a VERY SPECIAL GIFT for EVERYONE who buys the mag. We can't announce what it is at the moment – purely because it's so top secret. However, it will be essential for anyone who's either thinking of buying a Saturn or already owns one – especially if they're interested in the titles they'll be playing right through until next year.

So, there it is then. THE OFFICIAL SEGA SATURN MAGAZINE. Brought to you by the creators of THE OFFICIAL SEGA MAGAZINE. The only stop you'll need for your next generation gaming needs.

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